

ISSUE NO.  
**195**  
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# GTM

GAME TRADE MAGAZINE

## AGRICOLA

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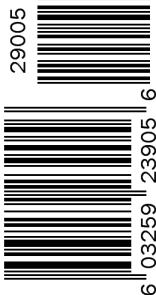
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- FORGE A LEGACY IN ANCIENT EGYPT IN ASMODEE'S RA!
- GET LOST IN RIVER HORSE'S BOARD GAME ADAPTATION OF JIM HENSON'S LABYRINTH!

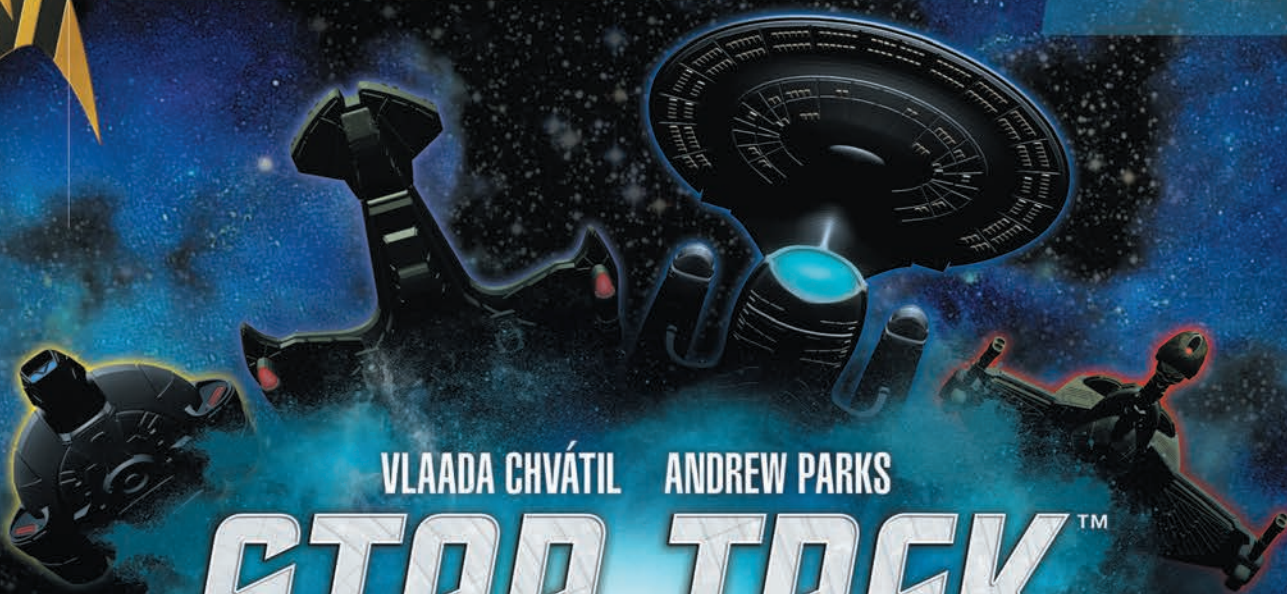






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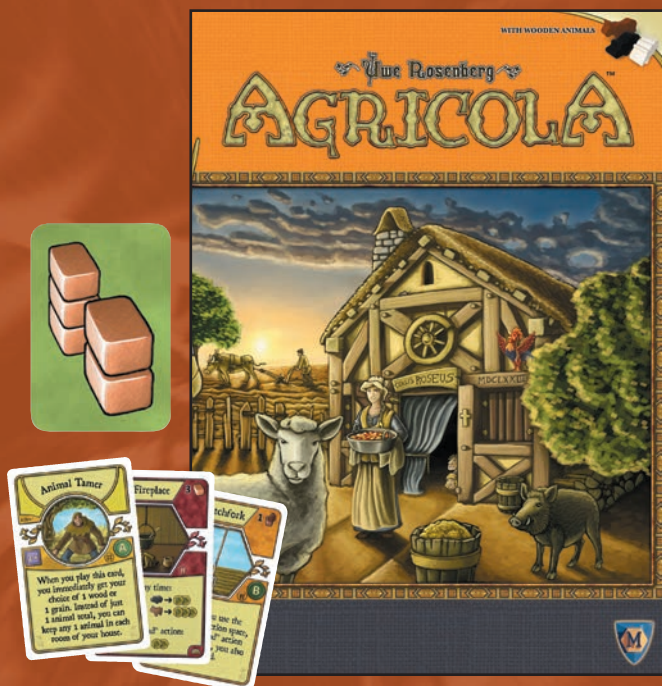
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By Mayfair Games



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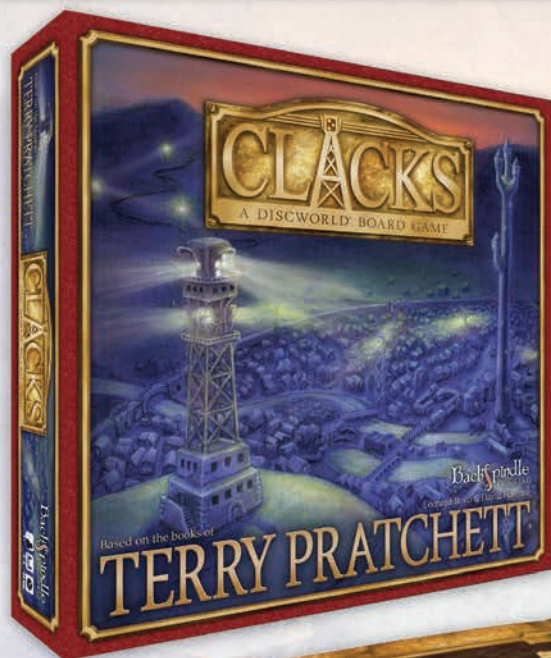


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# FOREword

"Spring is nature's way of saying, Let's party!"

Robin Williams

Spring is in the air! Flowers are blooming, birds are singing, bugs are buzzing, and bunnies are...uhm...doing bunny things. There's a notable spring in our step as we spring ahead to the games springing up in the months to come! So, let's hop to it!

What better way to embrace the transition of the seasonal guard than to dust off and spruce up some celebrated properties, like Mayfair Games' refurbishing of Uwe Rosenberg's acclaimed classic, *Agricola*, WindRider's revision of *Ra*, Reiner Knizia's dynasty-building game of divine intervention, and WizKids reworking of their popular *HeroClix* rules system. *GTM* plants the seeds for the next crop of exciting, new games, including River Horse's board game translation of Jim Henson's beloved *Labyrinth*, Smirk and Dagger's *Dead Last*, a 'social collusion' game of shifting alliances, betrayals, and murder for profit, *Cryptozoic's* innovative line of deck-building games powered by the *Cerberus Engine*, and The Forge Studios' Combat Card Game based on their award-winning fantasy film, *The Rangers: A Shadow Rising*.

But, for those who don't necessarily take stock in the notion that the pasture is always greener on the other side, *GTM* pays tribute to the tried-and-true like Uwe Rosenberg's *Caverna*, courtesy of Mayfair Games, and Martin Wallace's *Via Nebula*, Asmodee's intriguing game of discovery, exploration, and exploitation. Plus, we heed the sage advice of Jon Leitheusser in his latest installment of "Tricks of the Game Trade", the Kaufelds take us on a tour of Toy Fair 2016, and our gaggle of gaming gurus offer up their insights for the likes of Games Workshop's *Deathwatch Overkill*, Mayfair's *Trambahn*, and Czech Games' *Codenames*.

Yep! Spring has Sprung! And there's no better time than now to Game On!

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# AGRICOLA

PLANTING THE SEEDS FOR A NEW CROP OF FUN IN 2016!

## AGRICOLA REVISED EDITION

MFG 3515 ..... \$60.00 | Available May 2016!

The new and improved *Agricola* arrives May 19<sup>th</sup> and Mayfair is pulling out all the stops to make launch weekend an event you won't want to miss!

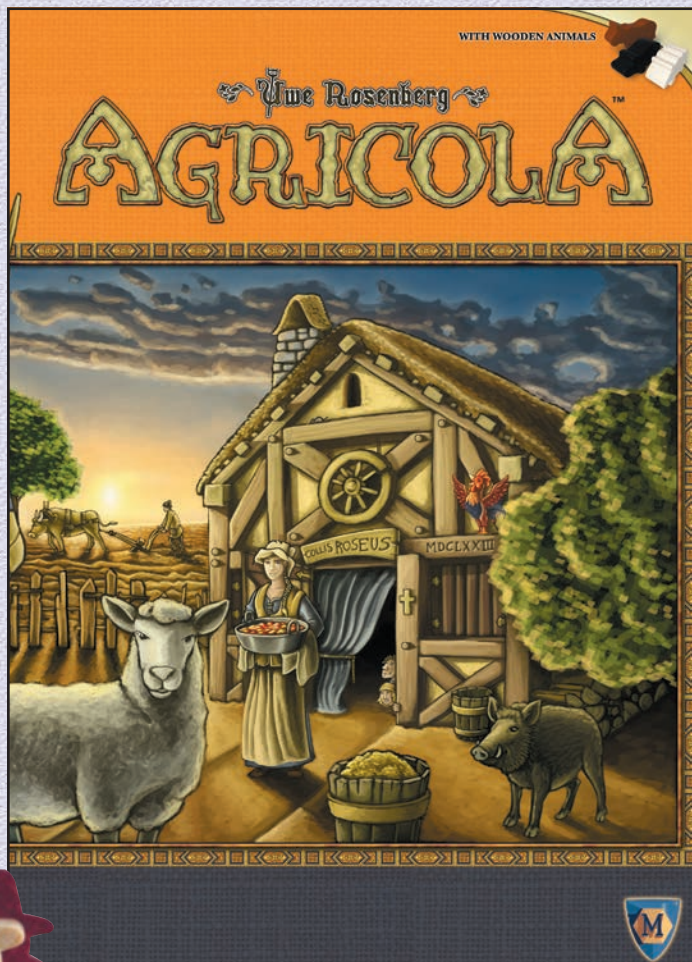
Last issue we talked about the three-pronged rollout for the game. Designed for 1-4 players with a price point of \$60, the *Agricola* core game is a revised edition of Uwe Rosenberg's celebrated classic. It features improved, all-wood components and card selections from the original base game as well as its expansions, revised and updated for this edition. The 5-6 player extension will build on the *Agricola* base game, with components for two additional players as well as more cards, again revised and expanded by Uwe Rosenberg.

Last, but certainly not least, there is the *Agricola Family Edition*. This version is also for 1-4 players and is the perfect gateway product to *Agricola*. The game features no cards, is designed for a more streamlined play experience, and retails at a substantially reduced price, making the decision to jump on board easier than ever. In general, we're attempting to lower the barrier to entry and get folks who have yet to try this enduring classic to find out what all the hype is about. The core version of *Agricola* debuts on May 19<sup>th</sup>, with the other two products in the line to follow later in 2016.

Now, let's take a look at what's inside the box and give further details about the Organized Play Kit, along with full details of the release date.

The revised edition of *Agricola* features a complete refresh on the board art and cards, making the game look better than ever. Taking the game to 1-4 players allowed us to keep the price a reasonable \$60 USD, while the upcoming 5-6 player extension will accommodate up to six players for the first time. In addition to sprucing up the art, the cards have been hand selected from the previous base game and its many expansions, and rewritten for clarity by designer Uwe Rosenberg. The game also features a new wooden component: a farmer token!

Additionally, the rulebook has been revised and expanded. First, there's an extended almanac that explains how various cards work in tandem, illustrating how the game is played and hopefully preventing any confusion or misunderstandings that might arise during play. The rulebook also contains some exciting variants that are new to



this version of *Agricola*, adding variety and excellent replay value. For example, the card draft allows players to keep some of their initial hand while passing the remaining cards to the left, continuing this until they have a complete hand of cards.

There are also variants for team play, "living" card hands, and, most exciting of all, campaigns, which allow players to keep score over multiple games and turn a stand-alone game into an epic weekend with bragging rights on the line. There are even rules for solo campaigns. The rulebook provides guidance on how to use these







variants, as many make the game more challenging, while others simply add depth to the core game. Plus, there's a section on 'house rules', and who doesn't need more house rules in their life?

**Component List:** (1) game board, (4) farmyard boards, (1) supply board, (2) game board extensions, (2) variant tiles, (1) "side job" action space tile, (73) room/field wood tiles, (16) clay/stone rooms, (36) "1 food" markers, (8) "5 food" markers, (3) suggestion markers, (10) good tiles, 120 cards (improvements, occupations, action spaces), a scoring pad, a rulebook, and an appendix.

**Wooden Component List:** (18) sheep, (15) wild boars, (13) cattle, (30) wood, (24) clay, (14) reed, (16) stone, (24) grain, (18) vegetables, (1) starting player token, (60) fences, (16) stables, and (20) people.

Check with your friendly neighborhood game store about pre-ordering this reworked edition of the acclaimed strategy game and ask if they're going to host an in-store event! The game launches on Thursday, May 19<sup>th</sup>, and Organized Play Kits containing all sorts of cool promotional items will be made available to retailers running events that weekend.

Hopefully, by now, you're as excited for the future of *Agricola* as we are. But, there's even more on the horizon, including the *Agricola* World Championship – US Qualifier tournaments are coming to America for the first time at both Origins and Gen Con this summer, with the winner at Gen Con 2016 representing the US at the World Championship tournament in Vienna, Austria this November!

So, keep your eye on *Agricola* as we move forward — we're going to have a full slate of expansions and additions to the game throughout the year. The 17th century wasn't an easy time to be a farmer, but 2016 is going to be a great time to be an *Agricola* fan and harvest fun!

**About Agricola:** *Agricola* was designed by Uwe Rosenberg for 1-4 players ages 12 and up. Games take between 30 and 120-minutes to play (30-minutes per player).







Many gods hold sway over the lives of the Egyptians, but none more powerful than Ra. The god of the sun brings life and light to the land; his power is unquestioned. Throughout the years, other gods fall in and out of favor, but Ra is the sun god, and the sun is the true ruler of Egyptian life.

The exciting push-your-luck game of bidding and dynasty building is back! Dr. Reiner Knizia's Ra, redesigned and republished by WindRider Games, is set for release in the third quarter of 2016. Return to Ancient Egypt and forge a legacy of cultural, architectural, and political greatness. Bid against your opponents to build a great civilization, avoid impending disaster, and earn points for victory!

## THE BEGINNINGS OF CIVILIZATION

At the beginning of the game, each player is given ten points and three to four sun disks, depending on the number of players. These sun disks are prominently

displayed, and they represent each player's bidding power. Higher numbered sun disks eclipse those with lower numbers during a bid.

After setup, the first epoch begins. On each player's turn, he or she may choose to draw a tile from the bag, spend a god tile, or voluntarily invoke the power of Ra. Drawing from the bag is common early in the game, because it reveals a new tile. Civilization, monument, pharaoh, gold, river, god, and disaster tiles will be added to the auction track and form the rewards for the next bid. A player who already has a god tile may spend it in order to take any tile currently on the auction track. Finally, if a player draws a Ra tile, it is added to the Ra track and invokes Ra, which starts a round of bidding. Players may also choose to invoke Ra voluntarily, without drawing a tile or progressing along the Ra track.

Once Ra is invoked, players have one opportunity to bid. Each player must choose whether to bid a sun disk or pass their turn. The player who invoked Ra ends the bidding. When a player wins the auction, they take all tiles along the auction track and resolve any disaster tiles they've acquired. They will also place their winning sun disk on the board in exchange for the one present, for use in future epochs.





WindRider Games is a new studio within the Asmodee Group, dedicated to developing and producing an array of thrilling games for players of all ages, ranging from reimagined versions of classic Eurogames, to fast-paced party games, to entirely new and unique designs.

## THE END OF AN EPOCH

The game consists of three epochs. An epoch ends either when all players have spent their sun disks or when the tiles along the Ra track reach its last space. When a player runs out of sun disks, they are unable to take more actions, so if only one player remains at the end of an epoch, he or she continues to take actions on their own. This can lead to a risky game of chance, from which the player may emerge with a fantastic haul, disasters aplenty, or nothing at all.

Once the epoch ends, players score points for their pharaoh, gold, god, river, and civilization tiles, placing tablets facedown in front of them to secretly track points. Flood, gold, god, and civilization tiles are discarded after scoring, so players must reclaim those each epoch. Tiles with scarab icons, however, are kept beyond each epoch, allowing players to build up a stock of pharaohs, Nile tiles, or

monuments throughout the game. At the end of the third epoch, all remaining tiles are scored, and the player with the most points wins the game!

Drawing tiles at random makes for an ever-changing game experience in Ra. Whether players seek to build an exceptional empire of their own or sabotage the efforts of their opponents, each auction is a rousing bout of bluffing and bidding. Once an epoch ends, the board is reset and the battle for greatness begins again.





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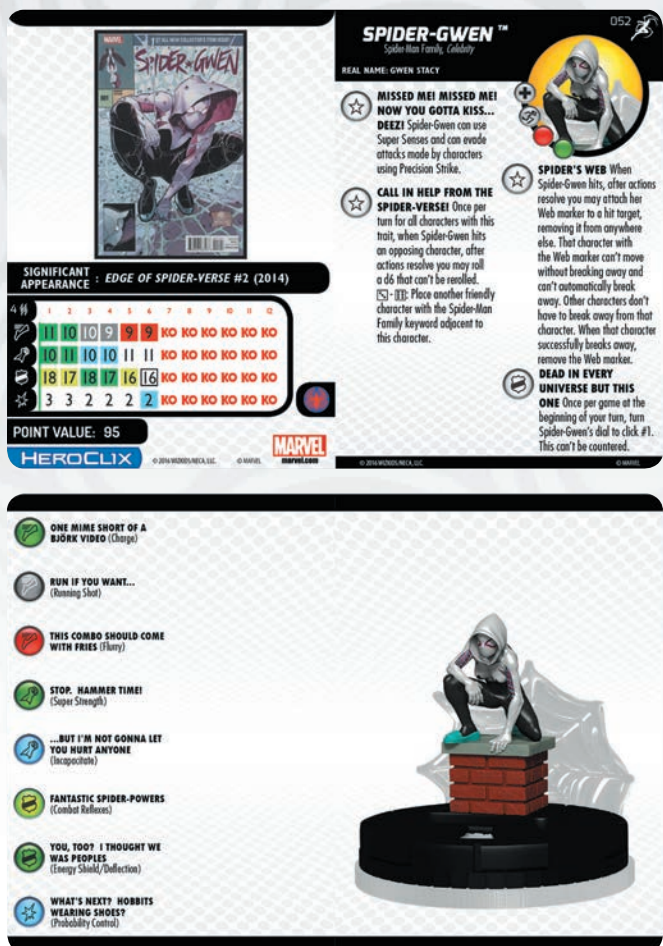
WizKids, the world's leader in collectible miniatures, recently announced that there are changes in the works for their premiere collectible miniatures game — *HeroClix* — with the expressed intent of making the game more accessible for new players as well as many other benefits.



One of the first, and most notable changes, comes in the form of a new default design of the Character Card included with each *HeroClix* figure, which includes a visual representation of the Combat Dial™ so that the player who fielded the team may look at their upcoming game stats at any time during the game. While a rather large change, the WizKids management team has been considering implementing it for over six years. After years of fielding retailer and player input, it became clear that one of the biggest hurdles to new players joining the game was the dread of having to eventually memorize the dials to play at the highest level. WizKids originally considered making the dials visible to both players throughout the game, and while they stepped back from that, they still recommend that stores, judges, and players allow new players to view all information until they have become comfortable with the game and how it operates.

The new *HeroClix* Character Card format will be introduced with the release of the *Marvel HeroClix: Superior Foes of Spider-Man* set in July 2016. The dial information will be on the back of cards so that players can reference their own dials without opponents being able to reap the benefits. Any information, including special powers, that may be referred to by opponents will be on the front of the cards. For figures that have too many powers to fit all the information on the front panel, a bi-fold card will be the default format to maintain the back page remains free from information the opponent needs to see. Tournament rules will allow any set that has printed visible dials on the card to be used in a tournament (though character cards from sets released prior to this will not have the luxury of a visible dial).

WizKids also announced other plans for *HeroClix* including a simplification on the dial design (game mechanics) on an expanding number of characters, a renewed focus on making maps more integral to game play, and ongoing efforts to clarify and consolidate the rules of the game. The streamlined characters, known as Specialists, focus on a few aspects of the characters' powers and will provide interesting tradeoffs as players build their teams.



**BLACK CAT**

Over the past 15 years of *HeroClix*, the rules and language used in rulebooks, card text, and announcements have been varying. WizKids has been working on the consistency of language across all documents to clean up information that may be no longer valid. With the goal of a simplified rulebook, an updated Powers and Abilities Card, and consistency throughout all documentation in the works, the *HeroClix* game should continue to grow, evolve, and maintain its status as the premiere collectible miniature game in the world for decades to come.



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# VIA NEBULA

Via Nebula

VN01 | \$59.99 | Available 2<sup>nd</sup> Quarter 2016

## BEGIN YOUR JOURNEY INTO NEBULA

The Nebula Valley lies dark and clouded before you, the petrified branches of ancient and dangerous forest poking crooked fingers over the top of the all-encompassing fog, almost beckoning. Just for a moment, the mist breaks, and you can see the cracked arches and broken pillars of an ancient ruin, a relic of a lost age, and the perfect place to start building anew...

New from Martin Wallace and Space Cowboys, *Via Nebula* is an intriguing game of discovery, exploration, and exploitation as players compete to rebuild the lost lands of Nebula Valley. Players take control of a team of intrepid explorers and clever builders harvesting the lost resources of Nebula Valley and clearing out its dangerous fog to make for safe passage through these prosperous lands. As players discover richly-laden sites ripe for profit, they'll also begin populating the abandoned ruins of the ancient world, ideal sites on which to build anew.

## VIE FOR CONTROL

However, not everything is so simple; though all citizens wish to see the Nebula Valley restored to its greatness, only one brave explorer will have his statue erected in honor in Nebula City plaza. Many contracts are available for the pioneers to fulfill, but only the ones secreted away at the beginning of each game are yours alone. Any player can complete any of the available public contracts at any time, constructing the requested building, executing its special power, and moving that much closer to victory. What's more, they also remove the possibility of others fulfilling that contract, instilling the constant pressure that the clock is ticking and the race is on; the heroes of Nebula Valley mean business!

That's hardly the end of the pitiless nature of the exploring business, either. Among each players' team are several craftsmen,

standing at the ready to start harvesting the lost resources of the Nebula Valley. However, each time a craftsman lays claim to an exploitable resources site, that doesn't mean the bounty is yours alone; it opens the door for any other player to begin collecting those resources as well! Each exploitation only has a limited number of any given resource, whether it be wood, food, stone, clay, or wheat. As soon as the players plunder the site clean, you must find a new area for your craftsman to begin harvesting.

Players aren't allowed to build just anywhere either. The ancient ruins of the Nebula Valley are the only suitable sites for new construction, but of course only offer a limited amount of space. Each ruins space can host up to two building sites tiles, meaning that your opponents can join you in your recent excavation and take advantage of whatever path you've carved through to your precious site. However, this is the crux of the game; as soon as a player has built all five of his buildings, the game end will trigger, allowing each player one more opportunity to make their mark on Nebula before totaling victory points and crowing the true hero of Nebula Valley!

## LOSE YOURSELF IN THE VALLEY

With a huge number of available contracts and various choices players can make, *Via Nebula* offers near limitless replayability and hours of immersive enjoyment. Its fascinating array of quirky and engaging art immerses players in a vivid and colorful world ripe with potential and countless areas to explore. The creeping mists are parting, the imposing ruins are beckoning...

Do you have what it takes to be the hero the Nebula Valley needs?

...



# RA™



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# BACK INTO THE LABYRINTH

In 1986, when Jim Henson's *Labyrinth* was first released, I was fourteen years old.

I was pretty much the same age as Sarah, and I had just discovered the fantasy genre, read *The Lord of the Rings*, and started to play *Dungeons & Dragons*. So, when I saw the movie, it hit me exactly at the right moment of my life. I immediately identified with Sarah, as an imaginative, geeky teenager that was struggling to grow up into an adult, and very often would much rather remain in the company of the toys, games, and stories from childhood.

The grown-up world is alluring, yet harsh and full of dangers and challenges... a bit like the Labyrinth. And, in the end, one does move into the adult world, just as Sarah does, evolving as a character from repeating the childish "It's not fair!" to the realization that "Yes, it's not fair, but that's just the way it is." A great moment and great lesson – life is not fair and rather than whine, we learn to accept it and get on with it!

*Labyrinth* has been a milestone of my personal development, helping in no small measure to turn me into what I am today – a lucky geek who has managed to turn his passion for gaming, fantasy, and science fiction into a profession!

And then, almost two years ago, as I was reading the novelization of the movie, I stopped after reading the following passage:

[...] "She'll never give up," said a keen Goblin.

"Ha." Jareth laughed mirthlessly. "Won't she? She'll give up soon enough when she has to start all over." It pleased him to think of his Labyrinth as a board game; if you got too close to the winning square, you might find a snake taking you back to the start. [...]

That was it! That moment in time I realized that I entirely agreed with Jareth. The game popped out of the book into my head, and the game design was so obvious, so immediately clear, that I now suspect that there must have, indeed, been some magic at work there. From book to movie to book to game... I think there must have been a white owl perched on my roof at that very moment.

Shortly after I was sitting at the Jim Henson's Company booth at a licensing fair to pitch the idea of the board game, and they loved it! So, everything

was set and I started designing the game on a flight for Japan (there is photographic evidence, just go to the game's Facebook page!).

And later someone tells me that they read an interview with Jim Henson where he said that the idea for *Labyrinth* was born on a plane to Japan... More of Jareth's magic at work?

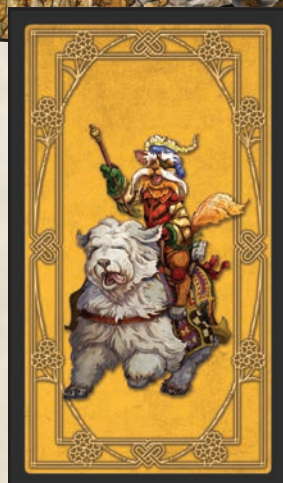
And the last stroke of luck was the moment when I was contacted by this young artist from Weta studios – another magical place I had been lucky enough to visit a couple of times when working on *The Lord of the Rings* strategy battle game. Johnny Fraser-Allen had caught wind of the project from some friends in common and he made us an offer we could not refuse – he wanted to be the man to both sculpt the models and illustrate the game! He proceeded to convince us he was the right man for the job by showing his amazing works and passion for *Labyrinth* (he knows Brian Froud in person!).

It was a classic case of "You had me at hello" ... but don't tell Johnny!


And after a year of hard work, we now have a game that we are all proud of. I designed it so that my seven-year-old daughter (who, of course, I easily turned into a *Labyrinth* fan!) can play without help, and that all the family can enjoy. I played it with young children and pensioners, I played it with seasoned gamers and with non-gamers; I played it with *Labyrinth* fans that can recite it by heart, with people that have seen the movie when they were younger and want to rediscover it, and with people that have never seen it (most, of which, have then acquired it and watched it...). It was always good, light-hearted, cooperative fun. A quote fest and a laugh, and most often it ended as a tense cliffhanger with Sarah and her friends reaching Jareth's castle, through dangers unknown and hardships unnumbered, just as the Goblin Clock is about to strike the thirteenth hour and seal Toby's fate...

...

Alessio has been a game designer for many years, starting his career in Games Workshop. After a fifteen year spell in the British company, he moved on to found River Horse in 2010. Since then, Alessio has been busy running the company, juggling designing games and books for other companies with the creation of River Horse's own portfolio of games.

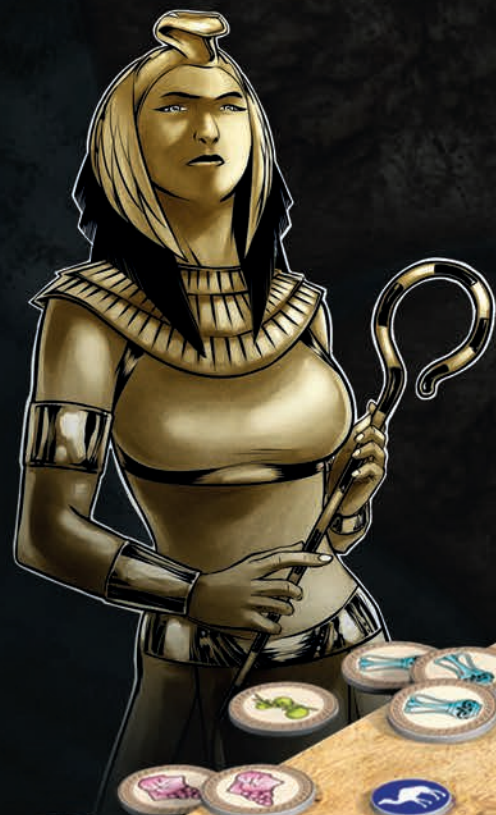






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**JUNE 2016**

[www.AcademyGames.com](http://www.AcademyGames.com)



# DEAD LAST

## EXPANDING THE CONCEPT OF 'SOCIAL GAMING'

DEAD LAST

IMP SND0062 ..... \$24.99 | Available June 2016!

Social Deduction games have long been a staple in the gaming industry – and have only continued to gain in popularity, even spawning dedicated event halls at many conventions. *Mafia*, *Are You A Werewolf?*, *Coup*, *The Resistance*, *Two Rooms and a Boom*: giants all, with very devoted fan bases and throngs of new gamers jumping in every month. And why not? Each is compact in size, modest in price, accommodate larger play groups, with minimal instruction, and are an absolute blast to play.

So what fuels the passion for this style of game – and why stop at just Social Deduction? Is there a way to take all the best social aspects of the genre and innovate, creating a new take that is more than purely thematic? That's what designers Matthew Grosso and Andy Patton struck upon as they developed, *Dead Last*, a new title from Smirk and Dagger Games releasing in June 2016.

The power of social gaming lies in the emotional dynamics, where mechanics fall away to the drama the players create themselves: The Meta of the game. The actions and attitudes of players from hours or even days before can impact play and how decisions are made. You often play the people, more than the game, and you bring into a social game all the knowledge of the other players you have. How did they play last time? How likely are they to repeat their patterns? The relationships of the players at the table and even their actions in a totally unrelated game may be a factor in your strategy with them now. And *Dead Last* is no exception.

Thus far, most of social gaming has been built on the premise of hidden traitors and the act of ferreting them out as a group, served up in a variety of compelling themes. This is where *Dead Last* breaks off and provides lovers of the genre a new twist. Instead of a social deduction game, this is a 'social collusion' game. There is no hidden traitor, but rather an entire group you must conspire with, and ultimately risk betrayal from, every single turn.

Thematically, players find themselves embroiled in a Tontine, an ages-old investment scheme where only the last surviving member of the group receives the substantial payout. The practice was outlawed long ago for their tendency to lead to murder, but that doesn't mean they still don't exist. And here you are holding a ticket. But this Tontine is collapsing quickly, as only a few dozen investors remain. So it is kill or be killed. Be *Dead Last*, and you'll be rich beyond imagining.

In execution, *Dead Last* is a game of shifting alliances, betrayals, and murder for profit, where 6 to 12 treacherous players conspire and then vote upon whom to kill each round, in an effort to be the last



player standing and collect all the gold. The player with the most votes against them is eliminated – as are any players who did not vote with the largest group. So being aware of the group machinations and/or influencing their vote is critical. That is the fun of the game because absolutely any means of communication is allowed as you plot... a glance, a nod, pointing a finger covertly, flashing their card to others, texting, anything, so long as you don't tip off your target. If they see you coming, they will ambush one of their attackers instead and live to see another voting round.

A round ends in one of three ways: no one survives and no one gains gold. Only one survives and takes all four gold up for grabs. Two survive and participate in a Final Showdown, a prisoner's dilemma, where they will decide to share the money, attempt to steal it all for themselves, or take the safe bet, taking just one and giving the rest to their opponent.

Lead designer, Matt Grosso, said, "The best sessions are the ones that develop a narrative as you go [and make for great stories to tell afterward]. Teams form and are eventually shattered by a betrayal. There is always someone who thinks they've figured out a system for winning, but it never seems to last, as pulling ahead in the game quickly turns the group against you." Co-designer, Andy Patton, added, "It creates a state of playful tension as alliances are subtly made and then overtly broken – and the feeling that







they have to keep an eye on everything all at once or they are going to be the next victim." And they would be right.

Players die quickly and often, and then are right back up to participate in the next round. A wise player will use the momentary 'downtime' of being eliminated to their advantage.

"Everyone is engaged the entire time," said Matt, "I think the thing that really sets *Dead Last* apart is how it fills the negative space. So much of this game is played *between* other actions. In fact, players start conspiring before the rules have even finished being read." Happily, teaching the game takes all of two minutes and that is part of its beauty as a social game for large groups.

"We kept pairing down, to keep the game as simple as possible while still maximizing the room players had to come up with creative strategies to win. We let the interactions between the players – the very reason why the game is so fun in the first place – do all the work," said Andy.

The result is a delightfully tense, hilariously devious, 'backstabby' game that expands the concept of social gaming and delivers the emotional highs and lows that are the hallmark of the Smirk and Dagger Games line. "When I was reading the rules for the first time aloud to play testers, and I caught them already conspiring

to kill me as the first target, I knew this was a Smirk and Dagger game," said owner, Curt Covert. "Not that I let on, of course. I let them come at me *en masse*, before I Ambushed and took out the instigator of the group instead. This is going to be the game that gets pulled out in the hallways of every convention in the wee hours of the morning, will be a staple of board game cafes, and wrap up board game night at retail

stores. We couldn't be more excited."

*Dead Last* releases June 2016 and is priced to sell at just \$24.99. With 164 cards, 80 mini cards, plastic stands and a smartly designed organizing tray to keep each player's Voting cards sorted and at the ready, there is a lot of value in the box.

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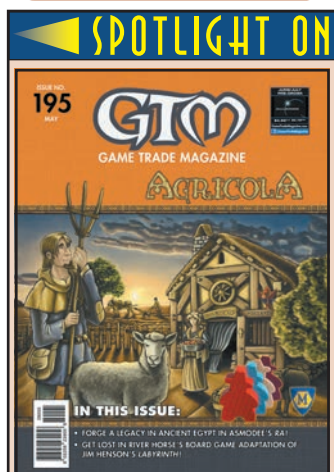
Curt Covert is the owner and Chief Instigator at Smirk & Dagger Games, dedicated to proving that games are more fun when you can stab a friend in the back. A thirteen-year veteran in the industry and



the inventor of Cutthroat Caverns, Hex Hex, and Nevermore, just to name a few. It's kinda like the word, "schottenfreude" was coined just for him and his games.



## ALLIANCE GAME DISTRIBUTORS

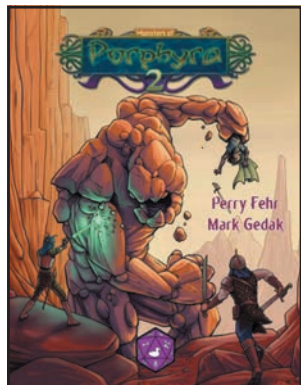


ART FROM PREVIOUS ISSUE

### GAME TRADE MAGAZINE #197

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game releases. GTM 197 .....\$3.99

## 4 WINDS FANTASY GAMING



### MONSTERS OF PORPHYRA 2

On a planet divided by faith in the Gods and devotion to the Elemental Lords, all must choose sides, or be caught between unstoppable forces. Hunt the skywhales of the Reversed Lands, hold back the incursion of the Oncoming Wave by destroying its servant the Rotwood, summon amalgamated proteans from the realms of the Slithering Symphony, and gain the favor of powerful Lung Dragons. In these splendidly illustrated pages are Pathfinder-compatible stats and details of dozens of creatures, both fell and benign, for use with the *Lands of Porphyra Campaign Setting*. Scheduled to ship in June 2016. S2P 4WF211 .....\$39.99

### KEY

There are symbols and terms found throughout *Game Trade Magazine*. They mean the following:

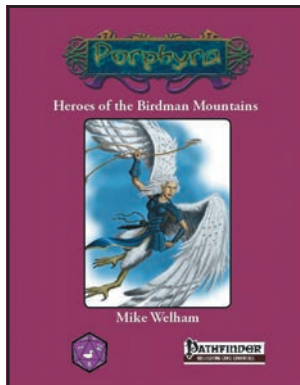
#### Offered Again (O/A)

These items have been offered before in *Game Trade Magazine* and are available again for you to order. Don't forget to order what you missed the first time.

#### PI

Your store will set the price for all items labeled "PI". Check with your retailer

## GAMES



### PATHFINDER RPG: HEROES OF THE BIRDMAN MOUNTAINS

Explore the Birdman Mountains as a halfling, half-harpy, kestrel, strix, urisk, or xax. Visit the markets of Harhold, the lost settlement of Krikoyim, the winding passages of Old Deeps, or cursed Ruin Spires. Select new options for bards, bloodragers, druids, fighters, hunters, oracles, sorcerers, wilders, and wizards. *Heroes of the Birdman Mountains* is a Pathfinder-compatible sourcebook for the *Lands of Porphyra Campaign Setting*. Scheduled to ship in June 2016. S2P 4WF208 .....\$14.99

## ADACIO



### LATICE

In this simple, elegant, tile-based board game, players attempt to match tiles by color or shape, earning extra moves by matching tiles on two, three, or all four sides: a Lattice. Earn more moves by playing on special squares on the board, or use wind tiles to change the layout of the board. Scheduled to ship in February 2016.

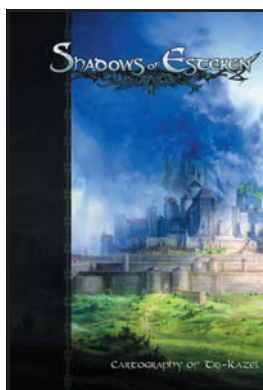
#### DELUXE EDITION

ADA LATICE-DE .....\$44.99

#### STANDARD EDITION

ADA LATICE-SE .....\$29.99

## AGATE EDITIONS



### SHADOWS OF ESTEREN: CARTOGRAPHY OF TRI-KAZEL

This *Shadows of Esteren* supplement includes detailed maps and Coats of Arms of the major cities of Tri-Kazel. It is intended for Leaders, but can also be used as an in-game aid, in particular for Varigal characters. Scheduled to ship in June 2016. S2P AGA10005CMTK .....\$29.99



### SHADOWS OF ESTEREN: THE BLACK MOON HANDBOOK

The *Black Moon Handbook* for *Shadows of Esteren* is written by occultist Steren Slaane and annotated by alienist Enyl Mac Bedwyr. They have distinctly conflicting points of view on the nature of the strange phenomena that occur in Tri-Kazel. This confrontation offers arguments and methods of investigation, both to aficionados of the paranormal and to its detractors. Scheduled to ship in June 2016. S2P AGA10010 .....\$19.99

## ALC STUDIO



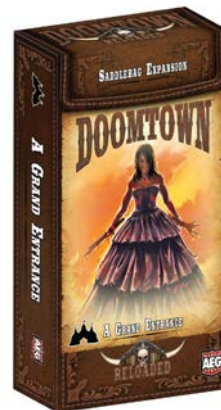
### FIRETEAM ZERO

In 1942, four soldiers vanished from the training program of the newly formed First Ranger Battalion, their names stricken from the roster. Chosen for their unique skills, they would fight in secret against terrifying supernatural enemies and overwhelming odds. This is their story... Commit acts of badassery in defense of humanity in *Fireteam Zero*, a fast and furious, cooperative board game of brutal squad tactics versus a relentless onslaught of horrifying foes! Face off against the Children of Typhon, the Infested, and the Fetch, each in their own Operation. Your heroes will increase in power as you progress through each Operation, but only skill will bring victory in the final confrontation. Scheduled to ship in April 2016. ALC FTZ01 .....\$100.00

### VALLEY OF THE KINGS

Scheduled to ship in August 2016. ALC TRJ01 .....\$25.00

## ALDERAC ENTERTAINMENT GROUP



### DOOMTOWN: RELOADED EXPANSION SADDLEBAG 11 - A GRAND ENTRANCE

With 21 new cards, and four copies of each, *Saddlebags* give you new ways to customize your *Doomtown Reloaded* decks. Whether you're looking to be shootin', spell castin', or just trying to show that you have more money and influence than the next person, *A Grand Entrance* expands your options for takin' over Gomorra! Scheduled to ship in July 2016. AEG 5916 .....\$14.99



# SPOTLIGHT ON



## GUILDHALL FANTASY: ALLIANCE

*Guildhall Fantasy: Alliance* adds the Assassin, Marshal, Psion, Shaman, Spellblade, and Wizard to the mix, as well as adding a new Victory Point deck to the fun. While *Guildhall Fantasy: Fellowship*, players can create custom decks of any six professions between those they own, begin building their own custom Victory Point decks, or shuffle everything together and begin playing the

Mega Saga format. Scheduled to ship in July 2016.  
AEG 5852.....\$27.99



## AGE OF CONAN: ADVENTURES IN HYBORIA

In *Adventures in Hyboria*, the first expansion for *Age of Conan: The Strategy Boardgame*, Conan's stature grows from warrior and thief, to general, and finally, king. Conan's abilities grow as well, making his presence in the game more visceral and important, thanks to the introduction of the Mood Wheel, Story cards, Companion cards, and other exciting new features. *Adventures in Hyboria* also introduces two new mechanics and game elements to open up more opportunities for player-vs-player conflict (Spies and Prisoners), and includes three new Conan figures (Warrior, Mercenary, and General). Scheduled to ship in April 2016.

AGS AOC002.....\$34.90

## WINGS OF GLORY

Scheduled to ship in May 2016.



## DOUGLAS SBD-5 DAUNTLESS (KIRKENDAH)

AGS WGS203C.....\$14.90



## DOUGLAS SBD-5 DAUNTLESS (LEE)

AGS WGS203A.....\$14.90



## DOUGLAS SBD-5 DAUNTLESS (RUET)

AGS WGS203B.....\$14.90



## MESSERSCHMITT BF.109 K-4 (1./JG77)

AGS WGS112B.....\$14.90



## MESSERSCHMITT BF.109 K-4 (9./JG3)

AGS WGS112A.....\$14.90



## MESSERSCHMITT BF.109 K-4 (HARTMANN)

AGS WGS112C.....\$14.90



## REPUBLIC P-47D THUNDERBOLT (MOHRLE)

AGS WGS111A.....\$14.90



## REPUBLIC P-47D THUNDERBOLT (RAF 135 SQUADRON)

AGS WGS111B.....\$14.90

## ARCANE WONDERS



## MAGE WARS ACADEMY: WARLOCK EXPANSION

A new student has enrolled at the Academy! The nefarious Warlock seeks to prove the way of darkness is unequalled as he summons shadowy denizens and casts secret enchantments to curse his enemies! Compatible with both *Mage Wars Academy* and *Arena*, this character expansion comes with 72 Spell Cards, game markers, and complete rules. Scheduled to ship in July 2016.

PSI AWGMWAX02WK.....\$19.99

## ARES GAMES

# FEATURED ITEM



## AGE OF CONAN BOARD GAME

It is an age of strife and sorcery. An age of might, splendor, and decadence. Powerful Aquilonia, sorcerous Stygia, ancient Hyboria, majestic Turan fight each other for supremacy, striving to expand their borders and increase their riches. Into this age of heroism and misdeeds steps Conan the Cimmerian - black-haired, sullen-eyed, sword in hand - to tread the jeweled thrones under his sandaled feet. *Age of Conan: The Strategy Boardgame* allows players to control the four major kingdoms of Hyboria, commanding armies, wielding dark sorcery, and weaving cunning intrigue. Yet, only one kingdom will harness the alliance of the mightiest hero of all! With 170 figures, hundreds of cards, a massive board of the Hyborian Lands, *Age of Conan* is a grand depiction of the clash of powerful empires during the lifetime of the greatest barbarian in fantasy literature. Scheduled to ship in April 2016.

AGS AOC001.....\$89.90





**REPUBLIC P-47D  
THUNDERBOLT (RAYMOND)**

AGS WGS111C .....\$14.90



**YOKOSUKA D4Y1  
(YOKOSUKA KOKUTAI)**

AGS WGS204A .....\$14.90



**YOKOSUKA D4Y1  
(KOKUTAI 121)**

AGS WGS204B .....\$14.90



**YOKOSUKA D4Y3  
(KOKUTAI 601)**

AGS WGS204C .....\$14.90

## ASMODEE EDITIONS

## SPOTLIGHT ON

### MYSTERIUM: HIDDEN SIGNS EXPANSION

They thought the secret of Warwick mansion had been solved and the spirit had found peace. But now new signs have emerged that were previously hidden. New suspects, places, and objects that do not fit into the picture - and the presence of the ghost is strong once again. In *Mysterium: Hidden Signs*, the spiritualists must return to the old mansion and investigate these disturbing visions. Will they understand all the instructions this time and give the ghost its final rest? An expansion to *Mysterium*, *Hidden Signs* includes seven new characters, seven locations, seven objects, and 42 vision cards. Scheduled to ship in May 2016.

ASM MYST02 .....\$29.99



## FEATURED ITEM



### RA BOARD GAME

Ancient Egypt is overflowing with opportunity, and as a royal advisor you are tasked with enriching its society through art, religion, astronomy, writing, and agriculture. Gain the favor of the gods to build incredible monuments, advance your civilization, and collect piles of gold. Incur their wrath, however, and a disaster may upset your royal efforts. Battle for glory and push your

luck to take your place as royal advisor to the great pharaohs of Ancient Egypt in *Ra*, a game of high-stakes bidding and divine intervention. Scheduled to ship in June 2016.

ASM KN27 .....\$59.95



### TIME STORIES: UNDER THE MASK EXPANSION

In *Under the Mask*, a mission for *T.I.M.E. Stories*, agents are sent to Egypt to unearth the secrets of the Pharaoh and thwart mysterious adversaries. Scheduled to ship in May 2016.

ASM TS04 .....\$29.99

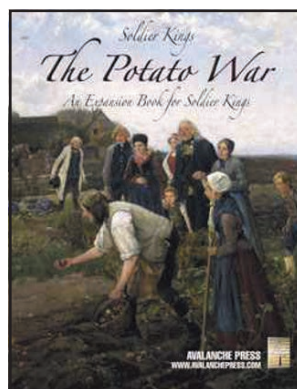
### VIA NEBULA

The Nebula valley has just emerged from an era of darkness and its people are seeking help to reclaim their homeland and rebuild their lives. Explore the misty meadows, unearth precious resources, and build towns and transportation atop the ruins of what the valley used to hold. Restore peace and prosperity to the towns of Nebula, and receive glory, prestige, and riches in return. Make the biggest contributions in *Via Nebula* and a statue will even be erected in your honor! Scheduled to ship in June 2016.

ASM VN01 .....\$59.99



## AVALANCHE PRESS



### SOLDIER KINGS: THE POTATO WAR EXPANSION

The last war of the Enlightenment broke out in July 1778, following the death of the Elector of Bavaria. Austrian Emperor Joseph II sought Bavaria for himself, while Prussian King Frederick II wished to block this acquisition. Their conflict became known as the War of the Bavarian Succession or, more colorfully, the Potato War. Armies of both sides marched upon Bohemia, scouring the landscape for food (potatoes in particular) while the diplomats hashed out a solution. *The Potato War* brings this world-wide interlocking conflict to *Soldier Kings*. Scheduled to ship in July 2016.

APL 0843 .....\$29.99

## BELLWEATHER GAMES



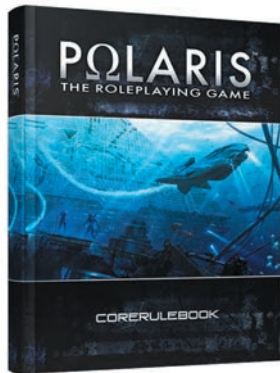
### SWAMPED

It's not your typical treasure hunt. You and your team were hand-selected to navigate a deadly swamp for your employer, a chemical research conglomerate, in search of the rare Kingsfoil herb, the cure for terrible diseases. But, rumors abound of a giant "man-eating" crocodile that follows the scent of Kingsfoil, and your teammates have started talking about all the other lucrative natural treasures hidden deep in the muck. You're beginning to wonder if you'll get out of this swamp alive? Can you navigate the mission to success and claim personal victory - or will you be *Swamped*? Scheduled to ship in March 2016.

IMP BWR0421 .....\$15.00



## BLACK BOOK EDITIONS



### POLARIS RPG: CORE RULES HARDCOVER

Horrors of the Abyss! The world above ground has become uninhabitable, forcing humankind to flee from the surface and find shelter in the seas. They are now seeking to thrive and survive in this hostile environment, contending with the species' degeneration, perpetual wars, monsters, and very limited resources...as well as the great mystery that prevails: the Polaris Effect! One of the bestselling roleplaying games in France for the past 20 years, *Polaris* is set in a post-apocalyptic, sci-fi world where survival is key. Take part in the political intrigues, action, exploration, and the quest to survive in *Polaris*. Scheduled to ship in July 2016.  
PZO BBEUSPOL01 ..... \$49.90

### POLARIS RPG: ADVANCED RULES HARDCOVER

The *Advanced Rules Book* for the *Polaris* roleplaying game adds more features to gameplay and offers access to a broad selection of gear and technology. Plus, Game Masters and players alike will discover more character options and rules to help them dive even deeper into the depths of the abyss. Scheduled to ship in July 2016.  
PZO BBEUSPOL02 ..... \$39.90

## BLUE PANTHER

### DICE TOWER: KNOCKDOWN VAMPIRE

Scheduled to ship in May 2016.

IMP BPN2012 ..... \$20.00

## BOARD TO DEATH

### STREET KINGS

Welcome to the world of underground racing! Your goal? To become the Street King! You'll start at the bottom, just like the others, using your "D" class car to win races and gain credits. With these credits, you'll be able to buy parts, hire crew members, or advance to the next class, and show off your ride at local car shows for more credits. Be the first to win enough gold trophies and be crowned the unbeatable Street King! Scheduled to ship in July 2016.

IMP CHZ002 ..... \$49.99



## BUFFALO GAMES



### BRAIN GAMES: THE GAME

Based on the Emmy-nominated, National Geographic Channel TV series, *Brain Games*, *Brain Games: The Game* takes you through a series of challenges that will put both your mind and body to the test! Go head-to-head with other players to test your logic, vision, language skills, and physical coordination. Scheduled to ship in March 2016.  
BFG 134 ..... PI



### BATMAN VS SUPERMAN: DAWN OF JUSTICE PUZZLE

BFG 2476 ..... PI

### 300 LARGE PIECE PUZZLES

Scheduled to ship in March 2016.



### SODA BOTTLE CAPS PUZZLE

BFG 2475 ..... PI

### TRAVEL - SYDNEY PUZZLE

BFG 2529 ..... PI

### TRAVEL - TIMES SQUARE PUZZLE

BFG 2528 ..... PI

### 750 PIECE PUZZLE

Scheduled to ship in March 2016.



### CITIES IN COLOR - AMSTERDAM PUZZLE

BFG 17113 ..... PI



### CITIES IN COLOR - LAS VEGAS: THE GRAND VIEW PUZZLE

BFG 17112 ..... PI



### CITIES IN COLOR - MANHATTAN CELEBRATION PUZZLE

BFG 17111 ..... PI

### PANORAMICS - NEW YORK GLOW IN THE DARK PUZZLE

BFG 14040 ..... PI



### PANORAMICS - THE BIG BLUE SEA PUZZLE

BFG 14052 ..... PI

### 1000 PIECE PUZZLE

Scheduled to ship in March 2016.



### AFRICAN EVENING

BFG 1428 ..... PI



### CARTOON WORLD - LANDMARKS OF THE USA PUZZLE

BFG 11524 ..... PI



### PHOTOMOSAIC - BATMAN VS SUPERMAN PUZZLE

BFG 11761 ..... PI



### PHOTOMOSAIC - COCA COLA PUZZLE

BFG 11268 ..... PI




**PHOTOMOSAIC - DAWN OF JUSTICE PUZZLE**

BFG 11762 ..... PI

**PHOTOMOSAIC - STARRY NIGHT PUZZLE**

BFG 10545 ..... PI


**PHOTOMOSAIC - STAR WARS DARTH VADER PUZZLE**

BFG 10601 ..... PI


**PHOTOMOSAIC - STAR WARS EPISODE VII BB-8 PUZZLE**

BFG 10607 ..... PI


**PHOTOMOSAIC - STAR WARS EPISODE VII FIRST ORDER STORM TROOPERS PUZZLE**

BFG 10608 ..... PI


**PHOTOMOSAIC - STAR WARS YODA PUZZLE**

BFG 10603 ..... PI


**PHOTOMOSAIC - TIGER PUZZLE**

BFG 10551 ..... PI

**STARRY NIGHT PUZZLE**

BFG 1421 ..... PI


**TIMES SQUARE PUZZLE**

BFG 11541 ..... PI

**2000 PIECE PUZZLE**

Scheduled to ship in March 2016.


**BAVARIAN CASTLE PUZZLE**

BFG 2042 ..... PI


**LAS VEGAS PUZZLE**

BFG 2036 ..... PI

**BUSHIROAD**
**CARDFIGHT!! VANGUARD G FIGHTERS COLLECTION 2016**
**CARDFIGHT VANGUARD TCG: FIGHTERS COLLECTION 2016 PACK DISPLAY (10)**

The *Fighters Collection 2016 Pack* for the *Cardfight Vanguard Trading Card Game* features 51 new cards that lend further support for all 25 clans (excluding Cray Elemental, Etranger, and Touken Ranbu). 3-cards per pack / 10-packs per display. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. YCW 402688..... PI


**CARDFIGHT VANGUARD TCG: ODYSSEY OF THE INTERSPATIAL DRAGON STARTER DECK DISPLAY (6)**

Take the first step of your journey through the world of Vanguard with *Odyssey of the Interspatial Dragon*, the first *Cardfight! Vanguard G* Start Deck! Featuring the mysterious time-manipulating Gear Chronicle clan, this Starter Deck contains everything a new player needs to get started, including a 52-card pre-constructed deck, a playmat, a Starter's Guide, and a *Cardfight!* Online serial code card. Offered in 6-count displays. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. YCW 402053-D ..... PI


**CARDFIGHT VANGUARD TCG: THE OVERLORD BLAZE TOSHIKI KAI LEGEND DECK DISPLAY (6)**

**NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. YCW 402145-D ..... PI


**FUTURE CARD BUDDYFIGHT TCG: UNLEASH! IMPACT DRAGON!**
**TRIPLE D BOOSTER PACK DISPLAY (30)**

**NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. YCW 402121-D ..... PI


**WEISS SCHWARZ TCG:**
**FATE/STAY NIGHT UNLIMITED BLADE WORKS VOL 2 BOOSTER PACK DISPLAY (20)**

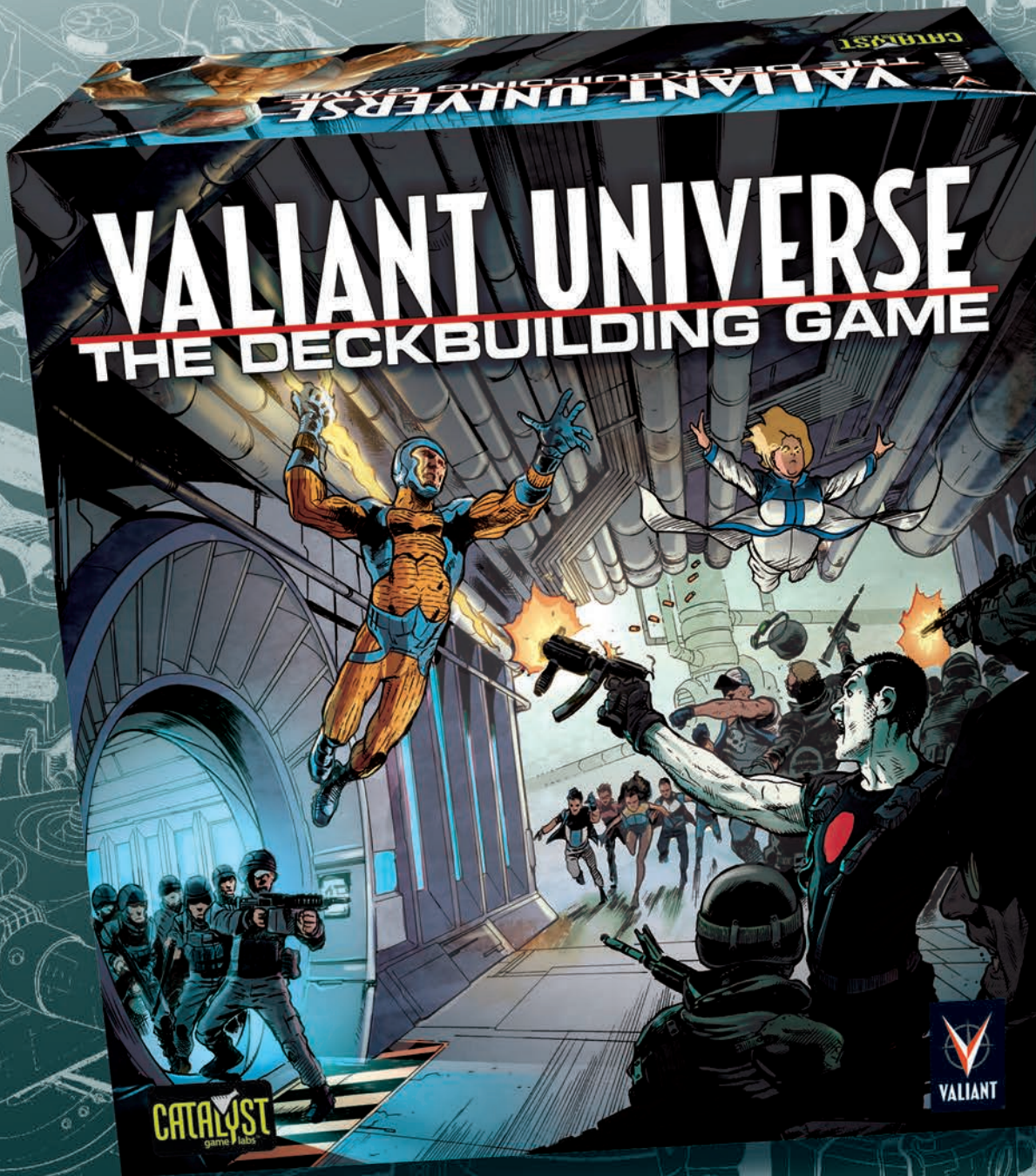
**NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. YCW 402091-D ..... PI


**WEISS SCHWARZ TCG: FATE/STAY NIGHT UNLIMITED BLADE WORKS VOL 2 MEISTER SET**

This Meister Set for the Weiss Schwarz Trading Card Game comes with 10 *Fate/stay night Unlimited Blade Works* Volume 2 Booster Packs, a Rubber Play Mat, an exclusive promo card, and a Storage Box designed to hold 700 cards. YCW 402114..... PI



# The Facility Awaits!



**CATALYST**  
game labs™

[WWW.CATALYSTGAMELABS.COM/VALIANT](http://WWW.CATALYSTGAMELABS.COM/VALIANT)

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**VALIANT**





### WEISS SCHWARZ TCG: SWORD ART ONLINE II VOL 2 EXTRA BOOSTER DISPLAY (6)

Power-up your existing decks or build new ones with *Sword Art Online II Volume 2 Extra Boosters* for the *Weiss Schwarz Trading Card Game*, featuring additional cards and scenarios from the "Calibur" and "Mother's Rosario" chapters. 6-cards per pack / 6-packs per display. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 402176-D ..... PI

### WEISS SCHWARZ TCG: THE IDOLMASTER CINDERELLA GIRLS -HEART- TRIAL DECK DISPLAY (6)

Featured idols: Rin Shibuya, Anastasia, Ranko Kanzaki, Riina Tada, Minami Nitta. Contains: 50 cards per deck, 6 decks per display, 8 displays per carton, Rule sheet, deck manual, playbook, and playmat included. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 402015-D ..... PI



### WEISS SCHWARZ TCG: THE IDOLMASTER CINDERELLA GIRLS MEISTER SET

YCW 401988 ..... PI



### WEISS SCHWARZ TCG: THE IDOLMASTER CINDERELLA GIRLS -POWER- TRIAL DECK DISPLAY (6)

Featured idols: Mio Honda, Miria Akagi, Rika Jougasaki, Kirari Moroboshi, Mika Jougasaki. Contains: 50 cards per deck, 6 decks per display, 8 displays per carton, Rule sheet, deck manual, playbook, and playmat included. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 402039-D ..... PI



### WEISS SCHWARZ TCG: THE IDOLMASTER CINDERELLA GIRLS -SMILE- TRIAL DECK DISPLAY (6)

Featured idols: Uzuki Shimamura, Miku Maekawa, Anzu Futaba, Chieri Ogata, Kanako Mimura. Contains: 50 cards per deck, 6 decks per display, 8 displays per carton, Rule sheet, deck manual, playbook, and playmat included. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 401995-D ..... PI

## CATALYST GAME LABS



### BATTLETECH: CASE WHITE PAPERBACK

Scheduled to ship in July 2016.

PSI CAT35822 ..... \$12.95

## CHAOSIUM



### CALL OF CTULHU: CASSILDA'S SONG

*Cassilda's Song* is a collection of weird fiction and horror stories inspired by Robert W. Chambers' *King in Yellow* Mythos - entirely authored by women. There are no pretenders here. The Daughters of the Yellow Sign, each a titan of unmasked fire in their own right, have parted the curtains. From Hali's deeps and Carcosa's gloomy balconies and Styx-black towers, come their lamentations and rage and the consequences of intrigues and follies born in Oblivion. Run into their embrace. Their carriages wait to take you from shadowed rooms and cobblestones to The Place Where the Black Stars Hang.

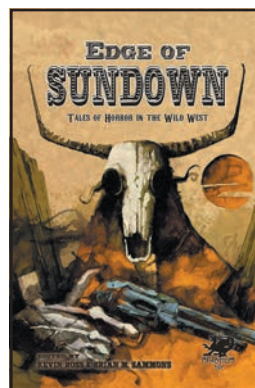
CHA 6064 ..... \$16.95



### LEGACY OF THE REANIMATOR

Reanimation. The process of bringing life to that which is dead. It is well known that the two-headed fiend Herbert West came close to perfecting the process within his lifetime. It is also documented that the reanimated limbs, parts, and minions that he had created over the years eventually came back to haunt - and dismember - him! However, Herbert West didn't die. Well... yes, he did. The problem is, he didn't stay dead. *Legacy of the Reanimator* collects the original serialized H.P. Lovecraft story, "Herbert West - Reanimator", along with its two sequels and a bevy of short stories from some of the most renowned Lovecraftian writers.

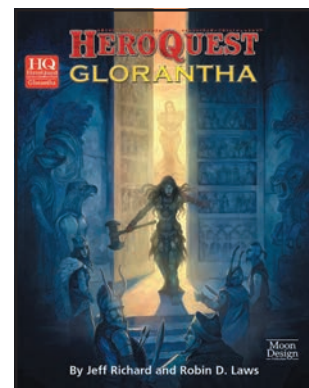
CHA 6063 ..... \$16.95



### CALL OF CTULHU: EDGE OF SUNDOWN

The western-horror story is far older than what most of us would even consider "the west". For generations the American Indians told dark tales of their own, of spider women, skin-walkers, cannibals, witches, and thunderbirds. When white men ventured into the west, they learned some of these nightmarish stories from the natives, and brought or created their own as well - tales told around campfires of mournful ghosts, vengeful spirits, and terrible monsters native to the wild, new land west of the Mississippi. That's where *Edge of Sundown* comes in. This collection brings tales that visit the darker regions of the west, the places steeped in myth, legend, and blood.

CHA 6061 ..... \$15.95

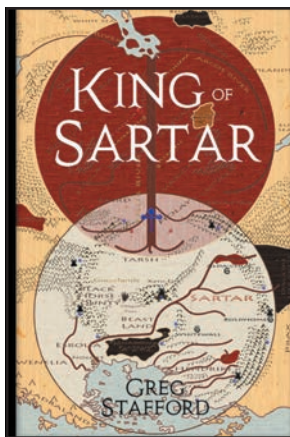


### HEROQUEST GLORANTHA: A COMPLETE ROLEPLAYING GAME

Enter a world of Gods, Heroes, and Mythic Fantasy with *HeroQuest Glorantha*! An elegant, original, and imaginative fantasy setting, *Glorantha* is a world of exotic myth and awesome magic, where gods and heroes guard and guide their followers, sharing magic while pursuing their own enigmatic ends. Presenting a simple rules system that allows Game Masters to run campaigns modeled on ancient myth, epic sagas, and tales of high adventure, this core rulebook details *Glorantha's* myriad cultures, histories, and myths. Scheduled to ship in July 2016.

CHA 2007 ..... \$39.95





### KING OF SARTAR: THE MYSTERY OF ARGRATH

First published in 1992, *King of Sartar* is a remarkable work of fantasy fiction - a collection of contradictory manuscripts written by scholars in Glorantha. Ancient epics, scholarly histories, king's lists, myths, fragments of half-forgotten stories, and other texts have been assembled in an effort to resolve the mystery of the end of the Third Age, the mythical Hero Wars. This revised edition of *King of Sartar* includes a new chapter and numerous annotations that reveal secrets previously hidden from even the most die-hard fans of the setting. Scheduled to ship in July 2016.

CHA 4001B.....\$24.99



### MARK OF THE BEAST: A COLLECTION OF WEREWOLF STORIES

The Full Harvest Moon is rising - and the soft wail of the autumnal wind begins! Every civilization has some story or legend of creatures, half-man and half-beast. Herein are gathered a number of tales portraying the glorious and bestial nature of the werewolf. There are horror, sci-fi, Gothic, cyber, fairy tale, and fantasy stories and poems that embrace the essence of the beast, told by an assortment of scribes with diverse styles and voices. Scheduled to ship in July 2016.

CHA 6062.....\$15.95

## CHESSEX MANUFACTURING

### DM9: ASSORTED BAGS OF DICE (50)

Scheduled to ship in July 2016.

**D10**  
CHX LE902.....\$74.40  
**D20**  
CHX LE903.....\$74.40

### DM9: FESTIVE MOSAIC YELLOW

Scheduled to ship in July 2016.

**BAG OF DICE (20)**  
CHX LE897.....\$26.10  
**D6 12MM (36)**  
CHX 27850.....\$13.98  
**D10 (10)**  
CHX 27250.....\$13.98  
**POLY (7)**  
CHX 27450.....\$9.98

### DM9: GHOSTLY GLOW

Scheduled to ship in July 2016.

**12MM D6 ORANGE/YELLOW (36)**  
CHX 27923.....\$15.98  
**12MM D6 PINK/SILVER (36)**  
CHX 27924.....\$15.98  
**D10 ORANGE/YELLOW (10)**  
CHX 27323.....\$15.98

### DM9: GHOSTLY GLOW

Scheduled to ship in July 2016.

**D6 ORANGE/YELLOW 16MM (12)**  
CHX 27723.....\$11.98  
**D6 PINK/SILVER 16MM (12)**  
CHX 27724.....\$11.98  
**D10 PINK/SILVER (10)**  
CHX 27324.....\$15.98  
**ORANGE/YELLOW BAG OF DICE (20)**  
CHX LE900.....\$31.50  
**PINK/SILVER BAG OF DICE (20)**  
CHX LE901.....\$31.50  
**POLY ORANGE/YELLOW (7)**  
CHX 27523.....\$11.98  
**POLY PINK/SILVER (7)**  
CHX 27524.....\$11.98

### DM9: GLITTER

Scheduled to ship in July 2016.

**12MM D6 GOLD/SILVER (36)**  
CHX 27903.....\$13.98  
**12MM D6 RUBY/GOLD (36)**  
CHX 27904.....\$13.98  
**16MM D6 GOLD/SILVER (12)**  
CHX 27703.....\$9.98  
**16MM D6 RUBY/GOLD (12)**  
CHX 27704.....\$9.98  
**GOLD/SILVER BAG OF DICE (20)**  
CHX LE898.....\$26.10  
**POLY D10 GOLD/SILVER (10)**  
CHX 27303.....\$13.98  
**POLY D10 RUBY/GOLD (10)**  
CHX 27304.....\$13.98  
**POLY GOLD/SILVER (7)**  
CHX 27503.....\$9.98  
**POLY RUBY/GOLD (7)**  
CHX 27504.....\$9.98  
**RUBY/GOLD BAG OF DICE (20)**  
CHX LE899.....\$26.10

### DM9: VORTEX SLIME YELLOW

Scheduled to ship in July 2016.

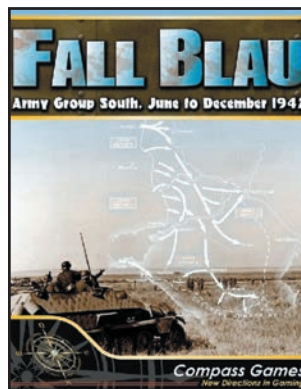
**BAG OF DICE (20)**  
CHX LE896.....\$26.10  
**D6 12MM (36)**  
CHX 27915.....\$13.98  
**D6 16MM (12)**  
CHX 27715.....\$9.98  
**D10 (10)**  
CHX 27315.....\$13.98  
**POLY SLIME YELLOW (7)**  
CHX 27515.....\$9.98

### DM9: VORTEX 16MM D6 MOSAIC YELLOW (12)

Scheduled to ship in July 2016.

CHX 27650.....\$9.98

## COMPASS GAMES



### FALL BLAU: ARMY GROUP SOUTH JUNE TO DECEMBER 1942

Focusing on the 1942 campaigns of Army Group South, *Fall Blau* uses a modified version of the classic *Operation Typhoon/Victory in the West* system. Scheduled to ship in April 2016.

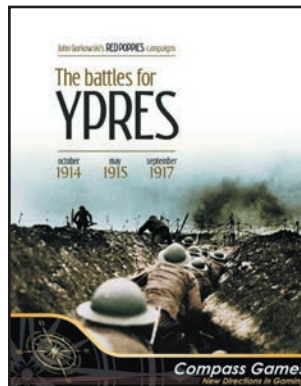
CPS 1030.....\$140.00



### PAPER WARS #82: I WILL FIGHT NO MORE FOREVER - THE RETREAT OF THE NEZ PERCE JUNE-OCTOBER 1877

*I Will Fight No More Forever* is a strategic and tactical game of the retreat of the Nez Perce Indian tribe, the longest contested retreat in history. Scheduled to ship in April 2016.

CPS 082.....\$46.95



### RED POPPIES CAMPAIGNS: THE BATTLE OF YPRES

*Red Poppies Campaigns* enable players to game WWI battles from the perspective of battalion and regimental command posts. Players unleash opening bombardments and then maneuver infantry companies against machine gun fire to fight battles on historically accurate maps of actual battlefields. Scheduled to ship in March 2016.

CPS 1035.....\$89.00



### WAR IN THE WIND: BATTLE OF ATTU 1943

In June 1942, forces of the Japanese Northern Army occupied Attu Island as part of its Midway campaign. Attu, at the far western end of the Aleutian Archipelago, was American soil. In May 1943, American forces landed on Attu to liberate it. But, what was expected to be a week-long clean-up exercise became a month-long, nose-to-nose meat-grinder whose casualty levels would not be exceeded until two Jima. *War in the Wind* is a low-to-moderate complexity strategy game depicting the brutal combat and conditions on Attu. Scheduled to ship in March 2016.

CPS 1028.....\$57.00

## COOLMINIORNOT



### THE GRIZZLED: AT YOUR ORDERS

In *At Your Orders!*, players return to the trenches of the fast-paced, fully-cooperative card game *The Grizzled*, tasking them with surviving until Armistice. New Missions have been added to the game that dictate bonuses, penalties, Mission intensity, and specific resolution conditions, complete with new Duo and Solo modes, plus players may also be asked to take part in a Final Assault or Last Stand - win or lose, they are finishing the fight! Scheduled to ship in September 2016.

COL GRZ002.....\$14.99



### PLAY ME

Wonderland is crumbling and the inhabitants must escape the reality before madness takes hold of them all and the Jabberwocky is released! Join Alice, Cheshire Cat, Mad Hatter, and other Wonderland favorites as they race to catch the White Rabbit first and escape Wonderland in *Play Me!* Scheduled to ship in September 2016.

COL PLM001.....\$24.99





### POTION EXPLOSION

In *Potion Explosion*, players attempt to create potions by pulling colored marbles from a dispenser and matching them with the needed ingredients for the potions on the table in front of them. While basic turns are simple, clever players will strategically pull colored marbles that both fulfill a needed ingredient and cause matching colored marbles to stack up in a single column, allowing them to collect all the like colored marbles and save them for later turns.

COL PTN001 .....\$49.99



### WAKA TANKA

During the summer solstice, Sioux tribes used to send the young, aspiring sorcerers to the Great Shaman. Each of them had to show his communion with Waka Tanka, the great spirit of every living thing, with having one of the tribe's totemic animals appearing before the great fire. Woe to the one whose incantations failed. Some tribesmen don't hesitate to use devious strategies to hide their weakness, but other would-be shamans keep watch. Win the favor of the titular Waka Tanka in this card game of bluffing and deception.

COL WKT001 .....\$24.99



### ZOMBICIDE: HERO BOX 1

COL GUF005 .....\$24.99



### ZOMBICIDE: SPECIAL GUEST ARTIST - CARL CRITCHLOW

COL GUF007 .....\$24.99



### ZOMBICIDE: SPECIAL GUEST ARTIST - EDOUARD GUITON

COL GUF011 .....\$24.99



### ZOMBICIDE: SPECIAL GUEST ARTIST - KARL KOPINSKI

COL GUF008 .....\$24.99



### ZOMBICIDE: SPECIAL GUEST ARTIST - NAIADE

COL GUF010 .....\$24.99



### ZOMBICIDE: SPECIAL GUEST ARTIST - PAUL BONNER

COL GUF006 .....\$24.99



### ZOMBICIDE: SPECIAL GUEST ARTIST - STEFAN KOPINSKI

COL GUF009 .....\$24.99

## CORVUS BELLI

### INFINITY

Scheduled to ship in April 2016.



### ALEPH HECTOR, HOMERID CHAMPION (HEAVY PISTOL, EXP CCW)

CVB 280848-0571 .....\$19.15



### ARIADNA DEVIL DOGS TEAMS, 2ND ASSAULT BAT. OF THE USAMC

CVB 280176-0580 .....\$37.23



### MERCS ARMAND "LE MUET", FREELANCE KILLER (MULTI SNIPER RIFLE)

CVB 280720-0570 .....\$11.58



### NOMADS CORREGIDOR BANDITS (BOARDING SHOTGUN)

CVB 280578-0569 .....\$11.58



### YU JING SU-JIAN IMMEDIATE ACTION UNIT

CVB 280381-0568 .....\$40.62

## CRYPTOZOIC ENTERTAINMENT

## SPOTLIGHT ON



### ADVENTURE TIME CARD WARS: DOUBLES TOURNAMENT GAME

The game you know and love has just doubled down on the fun! Grab a partner and *do-si-do* your way to victory in tag-team, head-to-head *Card Wars* combat! It's Jake (Cornfield/NiceLands) and Charlie (Blue Plains/NiceLands) vs. Grand Prix (SandyLands/IcyLands) and Moniker (Useless Swamps/IcyLands) in the *Adventure Time Card Wars: Doubles Tournament Game*, packed with all-new cards, all-new original art, and all-new team-rific effects! Scheduled to ship in July 2016.

CZE 02180 .....\$35.00



# Attack on Titan 進撃の巨人

## ATTACK ON TITAN: TACTICAL BOARD GAME

It's all come down to this! Titans have broken through Wall Maria and are heading for the supply depot in Trost. If the depot falls, all the resources needed to continue fighting off these monstrous aberrations will be destroyed - and all hope for the last remnants of mankind will be lost! It's up to you and your team to fend off and fell the Titans before they can succeed! Are you ready for the last stand? Play as your favorite *Attack on Titan* character - or as the Titan - in this thrilling, tactical board game! Scheduled to ship in July 2016.

CZE 02184.....\$35.00



## ATTACK ON TITAN DBG: CORE SET

The last human city is under attack by giant, fearsome Titans - and it's up to your team to stop them! Based on the action from the world-renown *Attack on Titan* anime and manga series, you and your fellow players must battle relentless Titans for humanity's very survival in this cooperative deck-building game. Collect the weapons and tactics you need, then test your mettle on the wall before it's too late! Play as Eren, Mikasa, Armin, and many others as you struggle to keep the Titans at bay! Scheduled to ship in July 2016.

CZE 02186.....\$40.00



## INTERNAL AFFAIRS

In Hong Kong, the Police and ruthless Triad crime syndicate have both learned they have traitors embedded in their midst and are determined to ferret out these dangerous moles. It's up to you to crack the codes of your foes and learn who is ultimately loyal to whom. But, be careful, as your own loyalty may change during the game. Be prepared to do whatever it takes so that when all has been revealed, you end up on the winning side. Scheduled to ship in May 2016.

CZE 02323.....\$20.00



## MAD SCIENCE FOUNDATION

Throughout the centuries, mad scientists have always encountered the same problem of very limited access to the dangerous resources they require. To solve this problem, the Mad Science Foundation was created. Now these "misunderstood geniuses" can finally get the access they need to the four vital building blocks of mad science: Lasers, Dark Matter, Cryptonium, and Sharks. But, mad scientists do not play well with others. In the quest for infamy, directors will be bribed, resources will be reallocated, spies will be dispatched, inventions will be sabotaged, and big, ominous buttons will be pressed with catastrophic results! Welcome to the Mad Science Foundation, where everyone is ready to stab you in the back with overly-elaborate backstabbing machines. Scheduled to ship in July 2016.

CZE 02190.....\$25.00

## POKER ASSAULT

Have you ever smashed your best friend with a Full House? Crushed a foe with a Flush? Made your mate irate with a pair of 8's? The card game you thought you knew has been reimagined as a vicious game of combat, crafting killer hands, decisive moments, and non-stop fun with every turn of the cards! Take control of the mysterious and maniacal Invaders, the ferocious and unrelenting Wolf Pack, the elegant and vicious Vampire Court, or the heroic aeronautical aces of the Rocket Patrol in *Poker Assault*! Scheduled to ship in July 2016.

CZE 02182.....\$20.00



## RICK AND MORTY: MR. MEESEKES' BOX O' FUN

Do you have a problem that needs fixing and you just don't know where to start? Perhaps there's some task that's beneath you. Then, why not hit the button on your Meeseeks' Box, summon up a Meeseeks (or three or eight), and let them help you out? That's their purpose! They want you to succeed - and only get *slightly* angry if you don't! In this *Rick and Morty Dice & Dares Game*, players draw Request cards ("Make Me a Sandwich" or "I Want to be a More Complete Woman"), then roll dice and see if they complete the Request. If not, press the button and summon Mr. Meeseeks to help you out. He wants to help. He hates his existence. As soon as your Request is completed, he can cease to exist and everything will be just grand. But, don't disappoint Mr. Meeseeks. He will make you do all sorts of embarrassing and foolish things. That is, if he doesn't simply kill you off! Scheduled to ship in July 2016.

CZE 02178.....\$40.00

# FAMILY BUSINESS



## THE GAME OF MOB VENGANCE!



Learn to play!

## MOBS AND MOBS OF FUN!



Mayfair Games®

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## CUBICLE 7

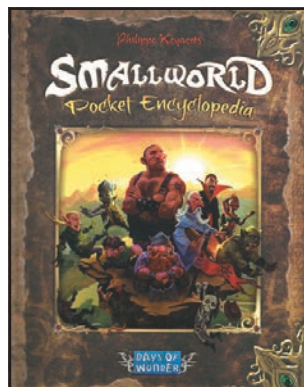


### THE ONE RING RPG: EREBOR - THE LONELY MOUNTAIN!

Focusing on the iconic Middle-earth location, The Lonely Mountain, object of Bilbo's quest and home to the dwarves of Wilderland, this sourcebook for the award-winning *The One Ring Roleplaying Game* offers detailed descriptions of new regions to explore, including Dale, City of Bells, recently rebuilt by King Bard and home to the Bardings, as well as characters to meet and activities to undertake. Also introduced are rules for creating Dragons as adversaries and two new playable cultures - the iron-clad Dwarves of the Iron Hills and the wandering Dwarves of the Grey Mountains. Scheduled to ship in July 2016.

PSI CB71015 .....\$29.95

## DAYS OF WONDER



### SMALL WORLD: POCKET ENCYCLOPEDIA

Experience *Small World* in greater depth than ever before with the *Small World Pocket Encyclopedia*! The definitive reference guide to *Small World* and its inhabitants, this handy tome provides players with comprehensive information on all the races, special powers, and rules for the *Small World* base game and its *Be Not Afraid...*, *Cursed!*, *Grand Dames*, and *Royal Bonus* expansions, as well as an official FAQ, Glossary, origin story, and never-before-seen art. Scheduled to ship in June 2016.

DOW DO7919 .....\$14.99



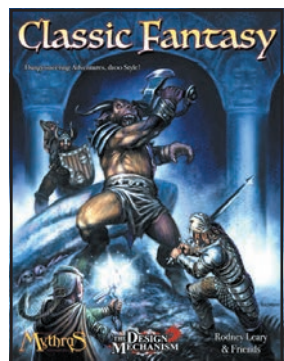
## THE DESIGN MECHANISM



### MYTHRAS RPG

The evolution of the *RuneQuest 6th Edition* d100 rules engine, *Mythras* features new interior layout and art, as well as Comprehensive Character Creation rules, Equipment, Five Magic Systems, Cults and Brotherhoods, a full Bestiary, and copious notes for Games Masters. Scheduled to ship in July 2016.

TDM TDM110 .....\$59.95



### MYTHRAS RPG: CLASSIC FANTASY

A rules supplement for *RuneQuest 6th Edition* and *Mythras*, *Classic Fantasy* emulates all the Old School fun and excitement of traditional dungeon crawls with d100 sensibilities! Featuring tried-and-tested Class templates with improved Skills, Ranks, and Enhanced Abilities for character building, *Classic Fantasy* introduces brand-new rules for dungeon adventuring, full adaptations of spell lists for Clerics and Magic Users, and a comprehensive range of monsters. Scheduled to ship in July 2016.

TDM TDM500 .....\$44.95

## DEX PROTECTION



### THE DUALIST DECKBOX

Scheduled to ship in April 2016.

BLACK DEX DBL001 .....\$18.00  
 BLUE DEX DBL003 .....\$18.00  
 GREEN DEX DBL006 .....\$18.00  
 PINK DEX DBL002 .....\$18.00  
 PURPLE DEX DBL005 .....\$18.00  
 WHITE DEX DBL004 .....\$18.00

## ENTERPLAY



### THE LEGEND OF ZELDA

#### TRADING CARDS DISPLAY (24)

The *Legend of Zelda Trading Cards* Are Here! This stunning, 85-card set features high-quality collectible cards, foil cards, tattoos, and decal stickers of your favorite characters and icons from five different *Legend of Zelda* games, including *A Link Between Worlds*, *Majora's Mask*, *Ocarina of Time*, *Skyward Sword*, the new HD version of *The Twilight Princess*! Scheduled to ship in May 2016.

ETP ZEL4649 .....\$72.00

### THE LEGEND OF ZELDA TRADING CARDS VALUE BOX

Each *The Legend of Zelda Trading Card Value Box* contains four packs, a poster, and a collectible pin. Scheduled to ship in May 2016.

ETP ZELVB4984 .....\$10.00

## EVERYTHING EPIC

### SECRETS OF THE LOST TOMB

Scheduled to ship in March 2016.



### SECRETS OF THE LOST TOMB: CORE ADVENTURE GAME

In *Secrets of the Lost Tomb*, a fully cooperative, tomb-diving board game of thrilling action-adventure and discovery, players assume the roles of stalwart expedition members working together to investigate ancient mysteries, while surviving dangers and shielding humanity from the supernatural powers of The Tomb - an ancient vault filled with primeval powers perpetually struggling to be set free upon the world. Powers that mankind should never behold... Scheduled to ship in March 2016.

EEG SOTLT-CORE01 .....\$74.95



### ANCIENT MYTHS & LEGENDS EXPANSION 1

A long time ago, before the Eternal Order of Perseus was formed, all sorts of ancient, terrible magics and evil creatures rampaged across the earth. As the Tomb has traveled our universe, moving across the ley lines of otherworldly energies, it has been the harbinger of mysterious, supernatural, inhuman forces. Now, only the audacious adventurers of the E.O.P. can stop these powers, once lost and long forgotten to the depths of the Tomb, now returned to cry havoc! This expansion for *Secrets of the Lost Tomb* presents six new and exciting scenarios, each with an immersive story and deadly creatures, plus six lavishly illustrated room tiles to explore. To aid you in your quest, included are six diverse adventurers, equipped and ready to venture into the Tomb.

EEG SOTLT-AML01 .....\$39.95



### ANCIENT MYTHS & LEGENDS MINIATURES

EEG SOTLT-MINI03 .....\$39.95



### ATLANTIS - MYSTERY OF THE 13 - TILE PACK 2

EEG SOTLT-ALT01 .....\$39.95





**CORE ADVENTURERS MINIATURES**  
EEG SOTLT-MINI01 .....\$34.95



**CORE BOSS MINIATURES**  
EEG SOTLT-MINI02 .....\$29.95



**EPIC UPGRADE DICE**  
EEG SOTLT-DICE01 .....\$14.95



**THE GREAT APOCALYPSE EXPANSION 2**  
EEG SOTLT-GA01 .....\$39.95



**THE GREAT APOCALYPSE MINIATURES**  
EEG SOTLT-MINI04 .....\$39.95



**PASSAGES AND PERILS - TILE PACK 1**  
EEG SOTLT-PP01 .....\$39.95



**REIGN OF TERROR EXPANSION 3**  
EEG SOTLT-ROTEA01 .....\$39.95



**REIGN OF TERROR MINIATURES**  
EEG SOTLT-MINI05 .....\$19.95

## EVIL HAT PRODUCTIONS



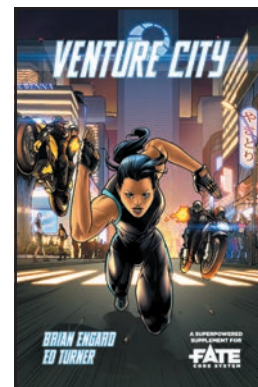
**FATE RPG: ATOMIC ROBO - MAJESTIC 12**  
Majestic 12. Secretly protecting the American public from dangerous technologies since 1947. Majestic isn't just Total Science Bastards with Unlimited Gun Budgets, either. Behind every strike team is a score of intelligence agents, R&D specialists, and bureaucrats working around the clock. Step into their shoes with this supplement for the Atomic Robo Roleplaying Game chock-full of secret, behind-the-scenes information on the workings of Majestic, its mission briefing process, and key players in the secret organization. Scheduled to ship in June 2016.  
EHP 0017 .....\$20.00



**FATE RPG: DO - FATE OF THE FLYING TEMPLE CORE RULES**  
The Flying Temple has disappeared - leaving only a single dragon's egg in its place! Now, it's up to you and the other teenaged pilgrims to carry on with the temple's work, helping the residents of the Many Worlds with their problems. But it won't be easy. Evildoers plot to take advantage of the temple's absence, there are no monks to give advice on how to deal with them, and your young dragon gets you into trouble as much as it helps you! This standalone RPG brings the world of Daniel Solis's Do to Fate Core for family-friendly adventures. Scheduled to ship in June 2016.  
EHP 0016 .....\$20.00



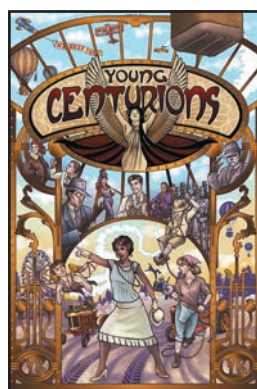
**FATE RPG: FATE WORLDS - WORLDS RISE UP**  
This compilation includes four upstanding Worlds of Adventure for Fate gaming: Masters of Umduar, Nest, Psychedemia, and Behind the Walls. Scheduled to ship in June 2016.  
EHP 0021 .....\$25.00



**FATE RPG: VENTURE CITY**  
It's not safe to venture into Venture City! Take a trip to Venture City, a world of superpowers, villainous corporations, and ruthless gangs, set in a near-future where powers are for sale - to the highest bidder! From the corporate-sponsored heroes to the supervillains in the news, and all the way down to the little guys who try to hide their powers, there are superheroes everywhere you see. Bring them to your Fate Core table with this Venture City compilation, which includes both Venture City: Stories and Venture City: Powers. Scheduled to ship in June 2016.  
EHP 0019 .....\$20.00



**FATE RPG: FATE WORLDS - WORLDS TAKE FLIGHT**  
This compilation includes four high-flying Worlds of Adventure for Fate gaming: The Three Rocketeers, Frontier Spirit, Sails Full of Stars, and Gods & Monsters. Scheduled to ship in June 2016.  
EHP 0020 .....\$25.00



**FATE RPG: YOUNG CENTURIONS CORE RULES**  
Every hero story has its origins. Bring those tales to life with the Young Centurions RPG! Featuring streamlined, Fate-Accelerated-style rules, this family-friendly game puts you in the shoes of teenage pulp heroes of the early 1910s. Take on the neighborhood bully, or a mad scientist bent on world domination - or both! Discover ancient artifacts - and get home before the dinner bell! Scheduled to ship in June 2016.  
EHP 0018 .....\$20.00





### GUMSHOE RPG: BUBBLEGUMSHOE CORE RULES

Someone stole my kid brother's bike! Someone sabotaged the pep rally! Someone destroyed the Homecoming queen's reputation! The world is full of mysteries. It's up to your group of intrepid teen sleuths to solve them! In *Bubblegumshoe*, players step into the shoes of high-schoolers solving mysteries in a modern American small town. Discover clues, solve problems, and throw down with enemies in this streamlined RPG based on the GUMSHOE system. Scheduled to ship in June 2016.

EHP 0015.....\$25.00

### FANTASY FLIGHT GAMES



### A GAME OF THRONES LCG: 2ND EDITION - ACROSS THE SEVEN KINGDOMS CHAPTER PACK

In the aftermath of Robert and Eddard's deaths in King's Landing, the Great Houses of Westeros have pulled away from each other. Joffrey Baratheon has been crowned king, and now sits on the Iron Throne, but Robb Stark has already been proclaimed King in the North, and Stannis plots in his fortress of Dragonstone, brooding on a throne that should have been his. It is the calm before the tempest: war in Westeros is imminent, and above it all, the Dragon's Tail burns a blood red trail across the sky. The first Chapter Pack in the *War of Five Kings Cycle* for *A Game of Thrones: The Card Game*, *Across the Seven Kingdoms* highlights the thrilling battles and intrigues of *A Clash of Kings*, inviting the Houses to call upon their loyal bannermen as a multitude of new Kings arise to claim the Iron Throne. Plus, you'll find new effects based on the Summer and Winter plot traits, allowing the seasons of Westeros to play a more important role. Scheduled to ship in June 2016.

FFG GT09.....\$14.95



### A GAME OF THRONES: PLAYMATS (HBO EDITION)

Display your cards on a crisp and stylish play surface with four new playmats: House Stark, House Lannister, House Targaryen, and House Tyrell. Bearing the sigil of four of the greatest Houses from HBO's hit series, *Game of Thrones*, these playmats offer you a means to protect your cards while representing (and fighting for) your favorite house. Scheduled to ship in April 2016.

<b>HOUSE LANNISTER</b>	
FFG HBO13.....	PI
<b>HOUSE STARK</b>	
FFG HBO12.....	PI
<b>HOUSE TARGARYEN</b>	
FFG HBO14.....	PI
<b>HOUSE TYRELL</b>	
FFG HBO15.....	PI



### THE LORD OF THE RINGS LCG: MURDER AT THE PRANCING PONY STANDALONE QUEST

Barliman Butterbur, the proprietor of *The Prancing Pony*, has discovered a dead body lying slumped and bloody in the corner of his establishment, and it falls to your heroes to bring the murderer to justice! In *Murder at the Prancing Pony*, a thrilling standalone scenario for *The Lord of the Rings: The Card Game*, your heroes must look for clues to narrow down their list of possible suspects. With its unique combinations of hiding places and suspects, each of whom has mastered a different fighting style, *Murder at the Prancing Pony* offers a thrilling mystery that will keep you on your toes every time you play! Scheduled to ship in March 2016.

FFG UMEC64.....PI



### THE LORD OF THE RINGS LCG: NIGHTMARE DECKS

The Ring-maker Cycle of Adventure Packs for *The Lord of the Rings: The Card Game* gives players the opportunity to undertake an important quest for Saruman the White, highlighting new keywords that add a powerful sense of urgency to their adventures. These Nightmare Decks allow you to return to this unique take on Middle-earth's history recast in the shadows of Nightmare Mode. The enemies are deadlier, the locations are darker, and your time is more precious than ever before! Scheduled to ship in April 2016.

<b>THE ANTERLED CROWN</b>	
FFG UME34.....	PI
<b>CELEBRIMBOR'S SECRET</b>	
FFG UME33.....	PI
<b>THE NIN-IN-ELIPH</b>	
FFG UME32.....	PI



### THE LORD OF THE RINGS LCG: THE ROAD DARKENS NIGHTMARE DECKS

Combined in one single, 60-card package, *The Road Darkens Nightmare Decks* for *The Lord of the Rings: The Card Game* introduce new setup and encounter decks that greatly increase the difficulty of the three scenarios from *The Road Darkens Saga Expansion*. With a focus on the tensions and enemies that haunted the Fellowship along their early travels, these Nightmare Decks raise the stakes of your travels through Hollin and Moria, and along the river Anduin. Simultaneously, they introduce new themes and story elements, such as the Watcher in the Water's many tentacles and the Balrog's flaming sword and whip. Scheduled to ship in April 2016.

FFG UME20.....PI

### STAR WARS IMPERIAL ASSAULT: BOSSK VILLAIN PACK

Take up the hunt with Bossk, a deadly Trandoshan bounty hunter! With this figure pack for *Star Wars Imperial Assault*, you can harness Bossk's unbridled ferocity, whether you take contracts with the Mercenaries faction in a skirmish or work for the Imperial player in a campaign. With a new Agenda set, Command cards, Deployment cards, a skirmish upgrade, and missions for both campaign and skirmish games, the *Bossk Villain Pack* is your chance to unleash a bounty hunter and take down your prey! Scheduled to ship in June 2016.

FFG SWI25.....\$9.95



### THE LORD OF THE RINGS LCG: THE RUINS OF BELEGOST STANDALONE QUEST

Search for valuable and powerful artifacts within the half-sunken ruins of Belegost in *The Ruins of Belegost*, a 48-card, standalone scenario for *The Lord of the Rings: The Card Game*! *The Ruins of Belegost* is a classically styled dungeon delve in which your heroes must work together to pass through the ruins, uncover rare Artifacts, and defend themselves from the dungeon's many denizens including a powerful, fire-breathing dragon. Complete with traps, treasures, and variable paths through the dungeon, *The Ruins of Belegost* stands among the game's more challenging and replayable scenarios. Scheduled to ship in March 2016.

FFG UMEC63.....PI



### STAR WARS IMPERIAL ASSAULT: AGENT BLAISE VILLAIN PACK

The Imperial Security Bureau agents in Cloud City are commanded by Agent Blaise, a cold and methodical warrior. With Agent Blaise by your side, you can menace the Rebel heroes in any campaign or strip your opponent of Command cards during a skirmish. With an entirely new three-card Agenda set, new Command cards, additional Deployment cards, and missions for both campaigns and skirmishes, the *Agent Blaise Villain Pack* for *Star Wars Imperial Assault* offers you a chance to level the might of the ISB against your opponents. Scheduled to ship in June 2016.

FFG SWI26.....\$9.95





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### STAR WARS IMPERIAL ASSAULT: ISB INFILTRATORS VILLAIN PACK

Few Imperial institutions command more fear than the Imperial Security Bureau. Enforce the status quo and punish sedition in your games of *Imperial Assault* with the help of the *ISB Infiltrators Villain Pack*. This Villain Pack adds a new three-card Agenda set, new Command cards, additional Deployment cards, and brand-new missions for your campaigns and skirmishes. Scheduled to ship in June 2016.

FFG SWI28 .....\$12.95



### STAR WARS IMPERIAL ASSAULT: LANDO CALRISSIAN ALLY PACK

As Baron Administrator of Cloud City, Lando Calrissian has significant political influence. Fortunately, Lando is still a scoundrel at heart, and he now uses his considerable influence to aid Rebel operatives. The *Lando Calrissian Ally Pack* for *Star Wars Imperial Assault* adds new Command cards, additional Deployment cards, a new Reward card, and brand-new missions for both campaign and skirmish games. No need to trust Lady Luck when you can always cheat the odds! Scheduled to ship in June 2016.

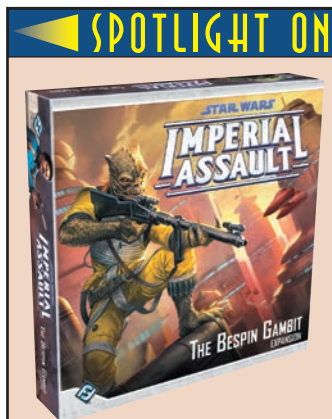
FFG SWI27 .....\$9.95



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For much of the Imperium, a Death World is a place you will never see - and never want to see. On these planets, mere day-to-day existence is nearly impossible. Volatile and unpredictable seismic activity may cause earthquakes and new volcanoes on an hourly basis. The atmosphere may be toxic to humans, or lashing storms of iron shards may shred even an Imperial tank in minutes. On Nectavus VI, the entire planet is covered by jungle, and everything in that jungle is trying to kill you! In *Jungles of Nectavus*, the first War Pack in the *Death World Cycle* for *Warhammer 40,000: Conquest*, every faction enters the jungles of Nectavus VI, and you'll need to embrace new tactics to survive in such a hostile environment. The *Death World Cycle* also brings a new focus to each faction's Elite units, making them a more integral part of your armies than ever before. Scheduled to ship in June 2016.

FFG WHK16 .....\$14.95



### STAR WARS IMPERIAL ASSAULT: THE BESHPIN GAMBIT EXPANSION

Bring a covert shadow war to your games of *Imperial Assault* with *The Beshpin Gambit Expansion*! With *The Beshpin Gambit*, you can take your campaigns and skirmishes into the ritzy hotels and industrial underworks of Cloud City. Iconic characters like Bossk and Lando Calrissian join the game and gorgeous new tiles portray the most memorable Cloud City locations. With two new Rebel heroes, one new Imperial class, new Mercenaries figure groups, a new mini-campaign, and a new focus on your Spy characters, *The Beshpin Gambit* offers an indispensable bonus to every *Imperial Assault* player. Scheduled to ship in June 2016.

FFG SWI24 .....\$39.95

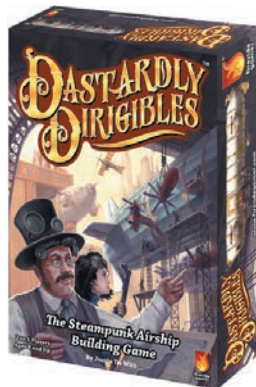


### STAR WARS LCG: ANCIENT RIVALS FORCE PACK

Certain feuds and rivalries have shaped the Galactic Civil War, and with the *Ancient Rivals Force Pack*, these conflicts enter *Star Wars: The Card Game*. Kicking off the *Opposition Cycle*, players incorporating *Ancient Rivals* will find cards that focus on the struggles between affiliations by increasing their power when they battle their chosen rivals. *Ancient Rivals* also introduces new versions of iconic characters like Ahsoka Tano, Han Solo, and Darth Vader. Scheduled to ship in June 2016.

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## FIRESIDE GAMES



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Professor Phineas Edmund Hornswoggle, famed airship builder, is retiring and you are an engineer competing to inherit the Hornswoggle factory! Build your airship from different parts of nine beautiful suits on Tarot-size cards. Each time a part is added, ALL players MUST add the SAME part - which may replace an existing one. Use special cards to your advantage or to thwart your opponents! Scheduled to ship in July 2016.

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## FLYING FROG PRODUCTIONS

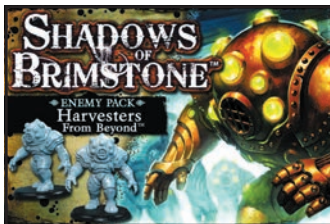
### SHADOWS OF BRIMSTONE ENEMY PACKS

Scheduled to ship in June 2016.



### DARK STONE BRUTES

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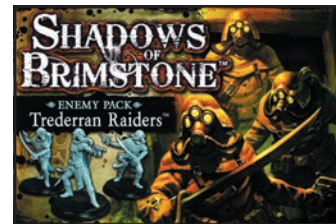
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Written by an in-game personage - Imbelnhi, the zweyjen - with comments by five famed historians, tacticians, and travelers, this bestiary contains information and game stats for over sixty different creatures for Moderators to use in their *Beyond* campaigns. Scheduled to ship in March 2016.

FNB 002 .....\$58.00



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## FORCE OF WILL

**FORCE OF WILL: ALICE CLUSTER: BATTLE FOR ATTORACTIA BOOSTER PACK DISPLAY (36)**

Alice's showdown with Lapis for the fate of Attoractia, the World of the Seven Kings, reaches its climax! However, has she truly tamed the shadow within herself? Can she hope to win against an enemy who has conquered her own home? Glorians defend their homes from the invading darkness, as their sleeping princess finally awakens to join them! As memories of fateful encounters, would-be conquerors, intrepid inventors, soaring skies, and boundless love flood her mind, can Alice and Kaguya save the world? This 107-card expansion for the *Force of Will Trading Card Game* is introduced in 10-card boosters packed in 36-count displays. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. YCW 522129-D ..... PI

**FORCE OF WILL TCG: ALICE CLUSTER: THE MOONLIT SAVIOR BOOSTER PACK DISPLAY (36)**

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## THE FORGE STUDIOS

**THE RANGERS COMBAT CARD GAME**

One Ranger! One Bow! One Fight! Based on the fantasy world envisioned in The Forge Studios' award-winning film *The Rangers: A Shadow Rising*, *The Rangers Combat Card Game* plays out the epic struggle between the Forces of Light - spearheaded by the Rangers and their Elven allies - and the Forces of Darkness - led by the Shadow elves and elite Orc units - set in the land of Adrasil. Decide the fate of the world of Adrasil as two armies go head-to-head in a winner-take-all battle of the ages in this easy-to-learn, fun and fast-paced, strategic Combat Card Game. Scheduled to ship in March 2016. FGS CG01 ..... \$12.95

## GALE FORCE NINE

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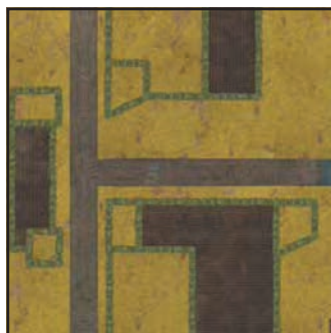
**DUNGEONS & DRAGONS: CURSE OF STRAHD - STRAHD VON ZAROVICH (1 MOUNTED FIGURE)**

Scheduled to ship in April 2016. GF9 71050 ..... \$24.99

## SPOTLIGHT ON

**DUNGEONS & DRAGONS RPG: CURSE OF STRAHD DM SCREEN**

The perfect companion for Dungeon Masters running the *Curse of Strahd* adventure, or any trek through Barovia, this four-panel DM screen features contrasting images of the devil Strahd in the front, while the interior provides maps for Castle Strahd and surrounding Barovia, as well as random encounter tables. Scheduled to ship in April 2016. GF9 73705 ..... \$14.99

**TANKS: GAME MAT 36" X 36"**

Scheduled to ship in July 2016.

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GF9 TANKS18 ..... \$39.99

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## GAMES &amp; GEARS

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A darkly humorous card game of skullduggery and suspicion, players in *Dark Deeds* take on the role of minions in service to a powerful, mysterious, and clearly villainous patron. The patron wants deeds of infamy, violence, and coercion committed and you are the ones who must avoid the authorities, the do-gooders and, most of all, each other to perform them. Rich rewards beckon, along with horrific punishments for failure! So, are you the kind of malevolent minion the patron needs? Team players need not apply! GNG 001 ..... \$59.99

## GAMES WORKSHOP

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Purge the Alien! Something deeply strange is going on at Ghosar Quintus. The mining planetoid's population has developed odd habits and unsettling iconography. A suspicious transmission from Inquisitor Chaeqryn, sent to investigate, has given the Imperium cause for alarm - ordinarily a man of absolute conviction, outside influences appear to have changed his mind. Kill Team Excis, tasked with investigating the Inquisitor's behaviour, has gone silent, and references to a 'four-armed Emperor' have been detected. A new Kill Team has been assembled by Ortan Cassius, Ultramarines Chaplain of renown - a detachment of redoubtable heroes from a number of Chapters, every one a single-minded killing machine. Cassius has sworn to cleanse Ghosar Quintus of whatever mysterious alien threat has swallowed Kill Team Excis, and stop this challenge to the Emperor of Mankind before it can even begin. *Deathwatch Overkill* is an exciting boxed game for two players, detailing the exploits of Kill Team Cassius as they attempt to cleanse the mining planet Ghosar Quintus of an alien threat - a Genestealer Cult. A game of fast-paced, tactical combat spread over nine scenarios with linked victory conditions and benefits, it includes 50 high-quality plastic Citadel miniatures. GAW DW1-60 ..... \$165.00

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Death in the Jungle! Set in the dark far future, *Lost Patrol* is a dynamic, two-player board game with a difference. A squad of elite Space Marine Scouts must battle their way through ever-changing jungle paths to a crashed vessel, hunted at every terrifying step by fearsome alien Genestealers. Featuring stunning miniatures and ingenious gameplay in which the board itself evolves, *Lost Patrol* is an utterly compelling, action-packed, tactical board game experience. Will any of the Imperium's crack troops live to tell the tale? Only you can decide... GAW LP-60 ..... \$60.00



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In the grim darkness of the far future, there is only war! In the dying years of the 41st Millennium there is no peace amongst the stars, only brutal warfare and planetary conquest. The Space Marines have arrived to crush an Ork invasion at the Battle for Vedros. Outnumbered, they must fight for their lives if they are to stop the alien hordes! The *Battle for Vedros* brings all the action onto your tabletop as you command armies of models in a game of daring, cunning, and untold slaughter. The *Battle for Vedros Starter Set* allows you to fight out battles between the mighty Space Marines and feral Orks, and includes the tale of the invasion of Vedros and all the rules you need to play.

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The Roar of the Heavens! Descending from darkened, riven skies on startlingly powerful Stardrakes, thundering forward toward the battle lines on vengeful Dracoths, the Extremis Chamber of the Stormcast Eternals approaches to make war. The heavy cavalry of the heavens, this is the ultimate expression of the power of the god-king Sigmar – an incredible display of celestial might designed to take down the most hideously brutal creatures of Chaos, reclaiming the mortal realms for Order! This Battletome contains all the information and rules you need in order to field the Extremis Chamber, Azyr's mightiest battlefield formations – their organization, structure, tactics, heraldry, and retinues.

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Festering Swarms of the Great Corruptor! Vile, diseased, revolting progeny of the Horned Rat, the Clans Pestilens are spread all across the mortal realms, bringing choking clouds of poison fog, infection, and corruption to every dark corner. Innumerable in their swarm, they search tirelessly for the Thirteen Great Plagues with fanatical minds and wild eyes! *Battletome: Skaven Pestilens* contains extensive background on the diseased children of the Horned Rat, including stories of their search for the Thirteen Great Plagues, the Churches of Contagion, and a bestiary featuring information on every monster, character unit, and war machine in the army.

GAW 90-01-60-NEW ..... \$35.00

### WARHAMMER: VISIONS ISSUE 25 MARCH 2016

GAW WV26-60 ..... \$12.00

### ISSUE 27 APRIL 2016

GAW WV27-60 ..... \$12.00

## GOODMAN GAMES

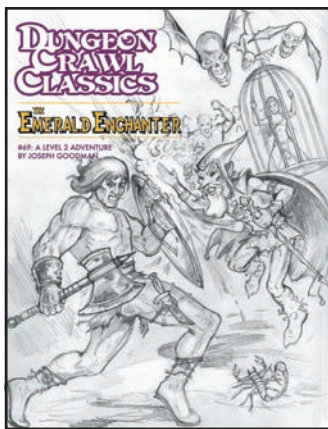


### DUNGEON CRAWL CLASSICS: #68 THE PEOPLE OF THE PIT - SKETCH COVER

It's been years since the last virgin was sacrificed - and now the pit beast awakens once more! Every generation it stumbles forth on undulating tentacles from its resting place deep below the great ravine, its towering blubbery mass ravaging the land before returning to slumber for decades. Is anyone brave enough to put the sword to this menace? *The People of the Pit* is a Level 1 Dungeon Crawl. Scheduled to ship in May 2016.

IMP GMG5067S ..... \$14.99





### DUNGEON CRAWL CLASSICS: #69 THE EMERALD ENCHANTER - SKETCH COVER

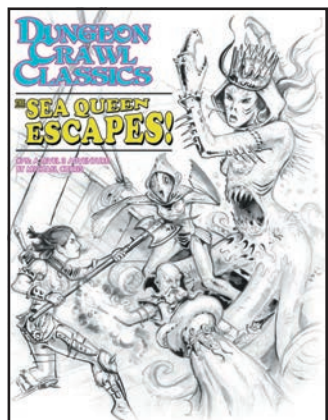
Villagers have gone missing! A mix of clues, superstitions, and omens point to the brooding citadel of the Emerald Sorcerer. Now it is time to penetrate his inner sanctum... *The Emerald Enchanter* is a Level 2 Dungeon Crawl. Scheduled to ship in May 2016.

IMP GMG5068S.....\$14.99

### DUNGEON CRAWL CLASSICS: #71 THE 13TH SKULL - SKETCH COVER

Thirteen generations ago, the ambitious first Duke of Magnussen made a fell pact with an unknown power, for but one thing in return: the thirteenth daughter born to a Magnussen duke. Now, generations hence, the daughter of Duke Magnussen XIII is stolen away by a hooded executioner riding a leathery beast to the Magnussen family crypts, where the devilish secrets of thirteen generations have been buried and forgotten - until now! This adventure module also includes the short Level 2 adventure, *The Balance Blade*. The 13th Skull is a Level 4 Dungeon Crawl. Scheduled to ship in May 2016.

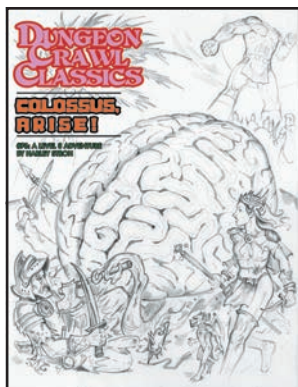
IMP GMG5070SK.....\$14.99



### DUNGEON CRAWL CLASSICS: #75 THE SEA QUEEN ESCAPES - SKETCH COVER

Evil Lurks Beneath the Ocean! For years it has slumbered, but now it rises once again, threatening to wash over the surface world like a monstrous wave. Only a handful of stalwarts stand between the nefarious schemes of the deep and a world drowned in sorrows, but first they must navigate a wizard's sanctum, a magical prison, and the most unusual dungeon they've ever faced! *The Sea Queen Escapes* is a Level 3 Dungeon Crawl. Scheduled to ship in May 2016.

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### DUNGEON CRAWL CLASSICS: #76 COLOSSUS ARISE! - SKETCH COVER

Giants stalk the shifting sands as the lost city of Stylos awakens from its deathless slumber. All that stands between the gigantic hordes of Stylos and their conquest of the world is your band of adventurers. Sinister traps, implacable foes, and the crushing tread of the dread Colossus all lurk within these pages, eager to test the courage and cunning of even the most accomplished adventurers. *Colossus, Arise!* is a Level 8 Dungeon Crawl. Scheduled to ship in May 2016.

IMP GMG5077S.....\$14.99



### DUNGEON CRAWL CLASSICS: #78 FATES FELL HAND - SKETCH COVER

Awash in a sea of phlogiston, three wizards battle for mastery of reality! But with each dawning day all gains are lost and the game begins anew! It now falls to the adventurers to upset this ancient balance and free themselves from the shrinking demi-plane before all is reduced to the roiling stuff of raw Chaos! *Fate's Fell Hand* is a Level 2 Dungeon Crawl. Scheduled to ship in May 2016.

IMP GMG5079S.....\$14.99

### DUNGEON CRAWL CLASSICS: #90 DREAD GOD OF AL-KHAZADAR

Save a City, Save a World! The end is nigh! A shadow falls on Punjar, and panic fills the streets. This doom cannot be fought, nor outrun. But, hope springs from the lightless depths below the city streets and the alien world of Madkeen. Here, you may learn the secret that will save you - or perish in the process! A Level 3 Dungeon Crawl, *The Dread God of Al-Khazadar* pits adventurers against the machines and machinations of Al-Khazadar, the savage hordes of the P'quoth, and the indifference of the fate-denying Madka. Scheduled to ship in May 2016.

IMP GMG5091.....\$14.99



### DUNGEON CRAWL CLASSICS: #79 FROZEN IN TIME

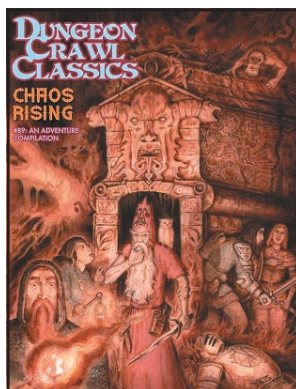
Eons-old secrets slumber beneath the forbidden Ghost Ice. Since the time of the Elders, the local tribes have shunned the crawling glacier, knowing it as taboo land that slays all who tread its frigid expanse. Now, the Ghost Ice has shattered, revealing deeper mysteries entombed within its icy grasp! *Frozen in Time* is a Level 1 Dungeon Crawl. Scheduled to ship in May 2016.

#### LIMITED EDITION FOIL

IMP GMG5080F.....\$19.99

#### SKETCH COVER

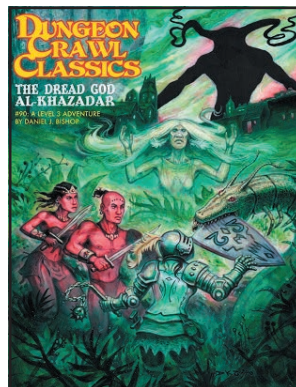
IMP GMG5080S.....\$14.99



### DUNGEON CRAWL CLASSICS: #89 CHAOS RISING

This special compilation collects several of the short, hard-to-find *Dungeon Crawl Classics* modules that have been published in alternate locations over the years, including adventures previously available only for Free RPG Day, produced exclusively for the Goodman Games Road Crew, or created for special events and conventions. Scheduled to ship in May 2016.

IMP GMG5090.....\$14.99



## GREEN COUCH GAMES



### BEST TREEHOUSE EVER

In *Best Treehouse Ever*, players compete to build the best treehouse in the neighborhood, outfitting their treehouse with the coolest rooms, all while making sure their tree doesn't tip over! Scheduled to ship in March 2016.

IMP GCG002.....\$20.00



### FIDELITAS

In *Fidelitas*, a game of medieval meddling, players take on the role of faithful citizens in a medieval city exerting influence in order to gain the credibility needed to lead the charge against the corrupt crown. Scheduled to ship in March 2016.

IMP GCG001.....\$20.00



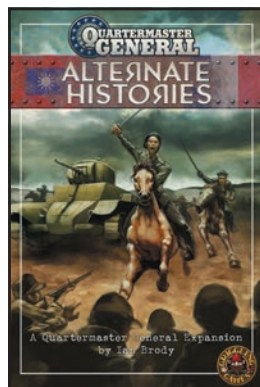
### JURASSATTACK

In *JurassAttack!*, two players face-off in an epic, head-to-head dinosaur battle! Each of these prehistoric pugilists have their own special abilities, combo possibilities, and varying score values to add to the tide of battle! Scheduled to ship in March 2016.

IMP GCG003.....\$15.00



## GRIGGLING GAMES

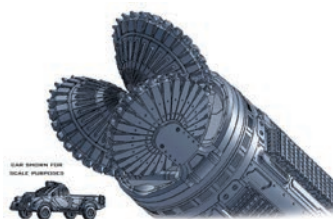


### QUARTERMASTER GENERAL: ALTERNATE HISTORIES EXPANSION

In *Alternate Histories*, the second expansion for *Quartermaster General*, the forces of France and China are added as supporting Allied powers, with pieces all their own, plus over 100 new and updated cards to add even more variety to your game. Scheduled to ship in August 2016. GGM 007 .....\$24.95

## HAWK WARGAMES

### DROPZONE COMMANDER



### JESSIE ADAMS GUIDE OF THE DAMNED

HWG DZC25025 .....\$46.00



### JOCASTA CAINE BATTLE VIZIER

HWG DZC24029 .....\$19.00



### UCM- GENERAL ARTHUR J WADE

HWG DZC21027 .....\$23.00

## IELLO

## FEATURED ITEM



### KING OF NEW YORK: POWER UP EXPANSION

With *King of New York: Power Up!*, Captain Fish, Sheriff, and their fellow monsters now have two unique sets of Evolution cards for both *King of New York* and *King of Tokyo* - and a new challenger joins them: Sharky! With this expansion, rolling four hearts (not necessarily on the same turn) allows you to draw a card and access violent, new powers. What's more, fans can now mix monsters from both games to compete for supremacy over Tokyo! Scheduled to ship in August 2016.

IEL 51290.....\$19.99



### MONSTER CHASE

It's late at night and you hear a rustling at the foot of your bed! As you peek out from under your covers, you see that your room is filled with terrifying monsters! Luckily, you have discovered that each monster is afraid of a different toy. Using your toys and acute memory skills, you must banish these beasts to the closet! Scheduled to ship in June 2016.

IEL 00053.....\$24.99



### RENT-A-HERO

Rival kingdoms are vying to gather the bravest band of heroes in the land! Your goal: be the first to recruit six different heroes to start your adventure! You play using cards numbered 1 to 7, each number representing a different hero. During the game, players will pass cards face-down, choosing to gain clues about the nature of the card. When they receive a card, players either recruit the hero or pass. When a player has six different heroes, he immediately wins the game. Scheduled to ship in July 2016.

IEL 51308.....\$14.99



### SCHOTTEN TOTTEN

A warm, Spring breeze flows through the valley as the birds begin to sing and the snow melts away. Your precious village is slowly uncovered and the stone lines that define your property become visible. The earth is soft and the stones could easily roll just a bit into your neighbor's farm, granting you the extra room your clan needs. No one will notice, right? Suddenly, an arrow whizzes past your ear! It seems that your neighbor had the same idea and is now pushing stones to enlarge his property! You'll need skill, cunning, and a bit of luck to create the best battle formations and defend your village in this refreshed version of famed designer Reiner Knizia's classic game, *Schotten-Totten*! Scheduled to ship in July 2016.

IEL 51303.....\$14.99

## JAPANIME GAMES

### GOD'S GAMBIT

Scheduled to ship in June 2016.

GGD JPG111 .....PI



### HEART OF CROWN

Have Fun Storming the Castle! The Emperor has suddenly passed away, leaving seven heirs to the throne. Who will you support as his successor? Which powerful Princess will save the land from chaos and a war for the Crown? *Heart of Crown* is a deck-building game of prominence and dominance in a race to coronation - and the throne! Scheduled to ship in August 2016.

GGD JPG150 .....PI

### PANIC HIGH SCHOOL

Scheduled to ship in September 2016.

GGD JPG110 .....PI

## KENZER & COMPANY

### KNIGHTS OF THE DINNER TABLE # 234

Scheduled to ship in July 2016.

KEN 234.....\$5.99

## KOPLow GAMES

### METAL COUNTDOWN D20 DICE

These beautiful metal dice are numbered in countdown fashion so its easy to find the number youre looking for. Make great scoring counters!

#### BLACK NUMBERS

KOP 18856.....\$11.00

#### BLUE NUMBERS

KOP 18740.....\$11.00

#### GREEN NUMBERS

KOP 18858.....\$11.00

#### RED NUMBERS

KOP 18860.....\$11.00

#### WHITE NUMBERS

KOP 18862.....\$11.00

### METAL COUNTDOWN D20 DICE WITH BAG: BLUE NUMBERS

Metal Countdown D20 Dice with Blue Numbers - includes a small black storage pouch.

KOP 18742.....\$14.00

### METAL POLYHEDRAL: DICE

All dice are shiny silver with red numbers except the 12-sided d4 which has black numbers

#### 6-SIDED DIE

KOP 18733.....\$8.00

#### 8-SIDED DIE

KOP 18734.....\$8.00

#### 10-SIDED DIE

KOP 18735.....\$8.00

#### 10-SIDED "TENS"

KOP 18738.....\$8.00

#### 12-SIDED "D4" DIE

KOP 18739.....\$8.00

#### 12-SIDED DIE

KOP 18736.....\$8.00

#### 20-SIDED DIE

KOP 18737.....\$8.00





# ELEMENTALS!

## PLAYMATS



14" X 24"

AMAZING  
**5 NEW!**  
DESIGNS

FROM

**MAX**  
PROTECTION



## SLEEVES



## DECK BOXES



## DIVIDERS

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SEE OUR LISTINGS UNDER MAX PROTECTION





### METAL POLYHEDRAL: 7 PIECE DICE SET

Each set includes the seven standard polyhedral dice configurations - d6, d8, d10, d12, and d20, plus a 10-sided 'percentile' tens die and a 12-sided d4 die numbered 1-4 three times. All dice are shiny silver with red numbers, except the 12-sided d4 which has black numbers.

KOP 18741 ..... \$60.00

## LABORATORY GAMES



### 100 SWORDS

An easy-to-learn, tactical, sword-based, dungeon-crawling micro deck-building game, *100 Swords* is played with a poker-sized deck of cards (and a friend). Each turn presents a new puzzle as you navigate the varying cards in your hand and the ever-changing and sometimes hidden cards of the dungeon! There are two main decks to start (The Red Dragon & The Blue Mammoth), each with a unique dungeon to adventure in, plus you can mix and match cards to design your own dungeons! Scheduled to ship in March 2016.

#### THE BLUE MAMMOTH'S DUNGEON

IMP LGL401 ..... \$14.99

#### THE RED DRAGON'S DUNGEON

IMP LGL400 ..... \$14.99



### 100 SWORDS: BUILDER SETS

Each Dungeon Builder Set contains 15 cards (items, monsters, and a boss) for use with *100 Swords*. Scheduled to ship in March 2016.

#### THE CHROMA DRAGON'S DUNGEON

IMP LGL404 ..... \$7.99

#### THE DARKNESS DUNGEON

IMP LGL405 ..... \$7.99

#### THE GLOWING PLASMAPEPE'S DUNGEON

IMP LGL402 ..... \$7.99

#### THE MAGIC COMPUTER'S DUNGEON

IMP LGL403 ..... \$7.99

## MAX PROTECTION

### SLEEVES (50) ELEMENTAL MEDALLIONS

Scheduled to ship in May 2016.

BLACK MAX 7060LEBK ..... PI

BLUE MAX 7060LEBU ..... PI

GREEN MAX 7060LEGR ..... PI

RED MAX 7060LERD ..... PI

WHITE MAX 7060LEWT ..... PI

### DECK BOX: ELEMENTAL MEDALLIONS

Scheduled to ship in May 2016.

BLACK MAX 100LEBK ..... PI

BLUE MAX 100LEBU ..... PI

GREEN MAX 100LEGR ..... PI

RED MAX 100LERD ..... PI

WHITE MAX 100LEWT ..... PI

### PLAY MAT: ELEMENTAL MEDALLIONS

Scheduled to ship in May 2016.

5 COLORS MAX 8010MEL5 ..... PI

BLACK MAX 80180MEBK ..... PI

BLUE MAX 8010MEBU ..... PI

CARD DIVIDERS (5) MAX 150LELM ..... PI

GREEN MAX 8010MEGR ..... PI

RED MAX 8010MERD ..... PI

WHITE MAX 8010MEWT ..... PI

## MAYDAY GAMES



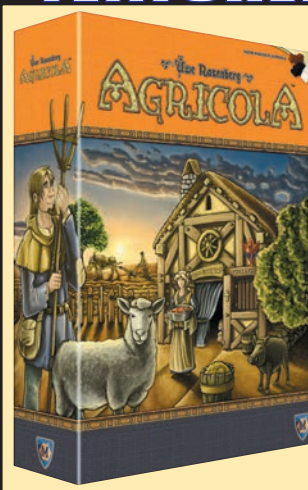
### DEAD MAN'S DRAW: CAPTAIN CARCASS TIN (STAND ALONE)

Welcome to *Captain Carcass*, a world of underwater adventure and danger. Offered in a Limited Edition Tin with deluxe components and artwork, *Captain Carcass* is a press-your-luck style game described as "Incan Gold meets *Blackjack*". Scheduled to ship in July 2016.

PSI MG4302 ..... \$25.00

## MAYFAIR GAMES

# FEATURED ITEM



### AGRICOLA REVISED EDITION

Updated and streamlined for a new generation of players, *Agricola*, the award-winning and highly acclaimed game by Uwe Rosenberg, features a revised rulebook and gameplay, along with wood pieces and components for up to four players. Scheduled to ship in May 2016.

MFG 3515 ..... \$60.00

## MINION GAMES



### THE MANHATTAN PROJECT: CHAIN REACTION

The world is again threatened with war! As the War Minister of your small nation, you've been tasked with confronting aggression by developing atomic bombs for your country. Your spies have stolen the necessary technology, but you need to acquire the materials and personnel to get the job done - before your rival nations do! Build the most megatons of bombs and your nation's survival is assured! *Chain Reaction* is a stand-alone companion to *The Manhattan Project* board game. Scheduled to ship in July 2016.

IMP MNICR100 ..... \$14.99

## MODIPHIUS



### ACHTUNG! CTHULHU RPG: DARK TALES FROM THE SECRET WAR

From the wilds of the South Pacific and the dark depths of the Black Forest, to the icy wastes of Norway, *Dark Tales from the Secret War* features 13 unhallowed stories nestled within the *Achtung! Cthulhu* universe from a stellar cast of writers including David J. Rodger, *Destiny* and *Fable* writer Martin Korda, *Splinter Cell's* Richard Dansky, and the strange mind of horror master Patrick Garratt! Inside you'll find dark tales involving the nefarious Black Sun, *Nachtwolfe*, and their Nazi masters who are opposed by the heroic Allied forces of Section M and Majestic. Scheduled to ship in May 2016.

IMP MUH050043 ..... \$14.99

## MONGOOSE PUBLISHING

### TRAVELLER RPG: CENTRAL SUPPLY CATALOGUE

From the latest in self-defense and home comforts that will make even the dreariest stateroom comfortable, to the latest in electronics, computer technology, and heavy military-grade weapons, the *Central Supply Catalogue* is your core resource for all of a Traveller's equipment needs. Scheduled to ship in June 2016.

S2P MGP40003 ..... \$49.99







#### TRAVELLER RPG:

##### MAROONED ON MARDUK

The Travellers' shuttle to Marduk is damaged during an attack by raiders, forcing it to crash-land far from civilization. With night falling and little prospect of immediate rescue, the Travellers are forced to seek shelter in nearby ruins, where they discover they are not alone. Set in the Sindal Subsector featured in the *Traveller Core Rulebook*, *Marooned on Marduk* is the perfect introduction to the Trojan Reach and the new edition of *Traveller*. Scheduled to ship in June 2016.

S2P MGP40006.....\$14.99

#### MONTE COOK GAMES



#### CYPHER SYSTEM RPG: GODS OF THE FALL HARDCOVER

Gods once watched over the world. Deities of Rain, of Fortune, of War, of Travel, Tricks, and of Death - all resided in their celestial realm called Elanehtar. Then Elanehtar foundered. Burning and crumbling, the realm of the gods dropped from the sky like a vengeful falling star, shattering into millions of shards that scattered across the world. The gods were dead. And so the world gained a new appellation: The Afterworld. Four decades have elapsed since prayers failed and the heavens fell - now, the time of the Seven Prophecies is at hand! Awaken your divine spark, claim a dominion, and become a god in *Gods of the Fall*, a campaign setting book for the Cypher System roleplaying game. Scheduled to ship in July 2016.

PSI MCG042.....\$44.99

#### MR. B GAMES



#### FAR SPACE FOUNDRY

Federation is Unity! Federation is Peace! The Far Space Federation is leading an ongoing peacekeeping mission. The crew on the front lines are in constant need of new supplies and equipment, so the Federation has set up a massive supply line network of space stations called Foundries. Some Foundries are specialized in mining and processing ore from asteroids, while others are equipped with robotic manufacturing and repair facilities. Manage the shuttles and docking bays to lead the Federation to success in *Far Space Foundry*. Scheduled to ship in April 2016.

MIB 999.....\$49.99



#### FAR SPACE FOUNDRY: ETHER ORE EXPANSION

The Far Space Federation has discovered an uninhabited system in the Ether region of space, and have determined that a new foundry will be built near the system's rich asteroid belt. A specific batch of asteroids have been found composed of deposits of unusual elements. Help the Federation benefit from this serendipitous discovery with *Ether Ore*, an expansion for *Far Space Foundry*. Scheduled to ship in April 2016.

MIB 999E.....\$14.99

#### UBERSTACKS

Scheduled to ship in April 2016.

##### BLACK

MIB 998BLACK.....\$14.99

##### BLUE

MIB 998BLUE.....\$14.99

##### GREEN

MIB 998GREEN.....\$14.99

##### RED

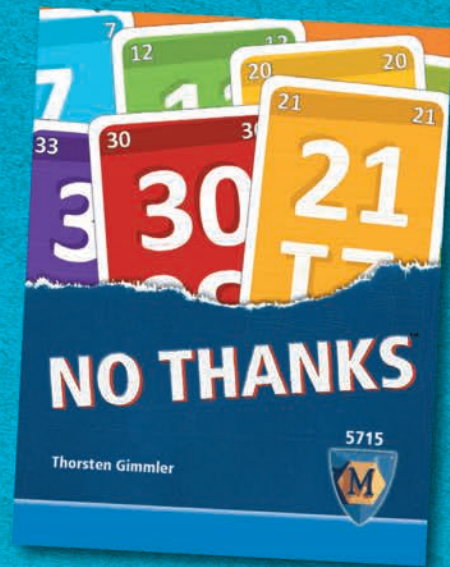
MIB 998RED.....\$14.99

##### WHITE

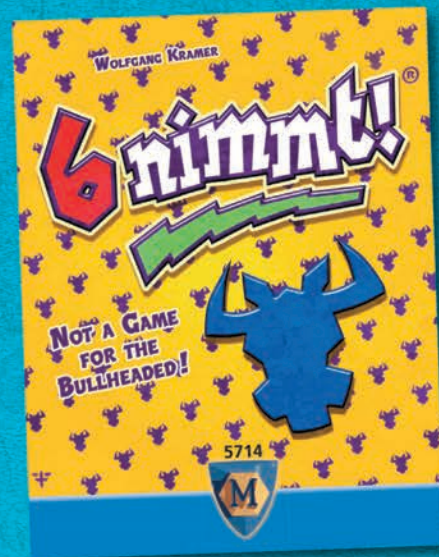
MIB 998WHITE.....\$14.99

##### YELLOW

MIB 998YELLOW.....\$14.99



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**Not a game for the Bullheaded! A quick, fun, fast-paced game for young and old.**



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## MUTHA OITH CREATIONS

### G'ZOINK: EXPANSION 5 - THE INCREDIBLY HUGE MONSTER

Introducing provocative, new "The Wipe" cards that bring alternative end conditions, *The Incredibly Huge Monster* is an expansion for the astonishingly sensational *G'Zook* card game. Scheduled to ship in June 2016.

S2P MOC30012.....\$8.95

### G'ZOINK: EXPANSION 6 - EVEN MORE NEW LOWDOWNS

Things are getting out of control! How will you contain this awesomeness?! It's almost too much wackiness! Feast your imagination and bask in the envy of your friends with 25 new Lowdown cards (splats, fixes, hookups, scoops, and wipes) for use with the *G'Zook* card game. Scheduled to ship in June 2016.

S2P MOC30013.....\$8.95

## SAVAGE WORLDS

### RPG: LOW LIFE MINIATURES

Scheduled to ship in June 2016.

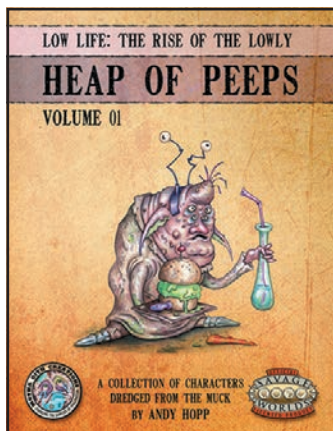
#### LICHENTHROPE

S2P MOC40022.....\$9.95



#### ZUB TROOXLE

S2P MOC40023.....\$9.95



### THE RISE OF THE LOWLY HEAP OF PEEPS SET I

*Heap of Peeps* introduces a collection of characters dredged from the muck for use with *Low Life: The Rise of the Lowly*.

S2P MOC21100.....\$19.95

## NINE DRAGONS



### HONOUR: ROLE-PLAYING GAME CORE RULE BOOK

In *Honour*, players take on the roles of seemingly ordinary citizens. They have a life and a job, they have friends and family. Their lives, however, are about to become very unusual - anything but ordinary. They are about to meet the Inhuman, the super-beings on whom all of humanity's myths and legends are based. They are about to become travellers in time and space, warriors in the eternal battle between law and chaos. Set in an alternate reality version of Asia, *Honour* takes players into the city of Heung Gong, a modern metropolis of high-tech, dangerous gangs, multi-millionaires, multiple homicides, the harsh reality of life, and the unreality of the Inhuman and The Spaces Between. Scheduled to ship in June 2016.

HARDCOVER S2P NDRHONHB.....\$49.99

SOFTCOVER S2P NDRHONSB.....\$39.99

## NORTH STAR GAMES

### HAPPY SALMON

*Happy Salmon* is the simple, fast-paced card game packed to the gills with high-fivin', fin-flappin' fun. Actions including the classic "High 5", the unifying "Pound It", the frantic "Switcheroo", and the delightful "Happy Salmon" will leave players doubled over in laughter! Scheduled to ship in May 2016.

NSG 600.....\$14.99



## OFFWORLD DESIGNS



### DARK SIDE COOKIES T-SHIRT

Scheduled to ship in March 2016.

(M) OWD 4037-M.....PI

(L) OWD 4037-L.....PI

(XL) OWD 4037-XL.....PI

(XXL) OWD 4037-XXL.....PI



### DEADLY KITTY T-SHIRT

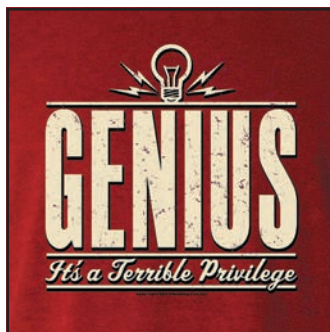
Scheduled to ship in March 2016.

(M) OWD 4030-M.....PI

(L) OWD 4030-L.....PI

(XL) OWD 4030-XL.....PI

(XXL) OWD 4030-XXL.....PI



### GENIUS IT'S A TERRIBLE PRIVILEGE T-SHIRT

Scheduled to ship in March 2016.

(M) OWD 7043-M.....PI

(L) OWD 7043-L.....PI

(XL) OWD 7043-XL.....PI

(XXL) OWD 7043-XXL.....PI



### GLORIOUS DAYS T-SHIRT

Scheduled to ship in March 2016.

(M) OWD 7038-M.....PI

(L) OWD 7038-L.....PI

(XL) OWD 7038-XL.....PI

(XXL) OWD 7038-XXL.....PI



### GUARDIANS OF ORB T-SHIRT

Scheduled to ship in March 2016.

(M) OWD 7042-M.....PI

(L) OWD 7042-L.....PI

(XL) OWD 7042-XL.....PI

(XXL) OWD 7042-XXL.....PI



### I WOULD EXTERMINATE THAT T-SHIRT

Scheduled to ship in March 2016.

(M) OWD 9014-M.....PI

(L) OWD 9014-L.....PI

(XL) OWD 9014-XL.....PI

(XXL) OWD 9014-XXL.....PI

## ONE SMALL STEP

### COUNTERFACT MAGAZINE (WITH INCLUDED BOARD GAME) ISSUE 2

Scheduled to ship in March 2016.

S2P OSSCF1501.....\$26.00

## OVERWORLD GAMES



### BOOZE BARONS

Deduction! Secret Identities! Moonshine! In *Booze Barons*, a team-based deduction game set during the Prohibition era, each player is bootlegging a particular type of booze and secretly delivering it to speakeasies all over the city. Each time they make a delivery, they earn a coin, but also reveal information about the type of booze they are dispensing. Earn the most coin by exposing the competition in *Booze Barons*! Scheduled to ship in March 2016.

IMP OWG0501.....\$39.99





### PATHFINDER ADVENTURE CARD GAME: GOBLINS BURN! CLASS DECK

Not content to cut and fight, these goblins are ready to set fire to your gaming table in the *Goblins Burn! Class Deck*. Poog of Zarongel and his friends are paired with enough spells, bombs, and (even more) lucky pet toads to singe, char, and gobble your way through any *Pathfinder Adventure Card Game* Base Set with this 109-card accessory deck. Scheduled to ship in July 2016.

PZO 6818 .....\$19.99



### PATHFINDER ADVENTURE CARD GAME: GOBLINS FIGHT! CLASS DECK

The Licktoad goblin tribe has been gobbling up mutts and stealing humans' stuff for years, and now they're hungering to take over the *Pathfinder Adventure Card Game* in the *Goblins Fight! Class Deck*. This 109-card accessory contains three goblin weapon-using characters, plus enough dogslicers, lucky pet toads, and goblin artifacts to stab, shoot, slice, and chop your way through any *Adventure Path* or *Base Set*. Scheduled to ship in July 2016.

PZO 6817 .....\$19.99



### PATHFINDER RPG: ADVENTURE PATH - HELL'S VENGEANCE PART 6 - HELL COMES TO WESTCROWN

Cheliax's largest city, Westcrown, has fallen to the Glorious Reclamation! Now, the evil adventurers must face the founder and Lord Marshal of the Glorious Reclamation to end the rebellion and restore the Thrice-Damned House of Thrune's rule over the Empire of Cheliax. A *Pathfinder Roleplaying Game* adventure for 15th-level characters, *Hell Comes to Westcrown* concludes the *Hell's Vengeance Adventure Path*. Scheduled to ship in July 2016.

PZO 90108 .....\$24.99



### PATHFINDER RPG: CAMPAIGN SETTING - MAP FOLIO - HELL'S VENGEANCE POSTER

Set your sights on the diabolical empire of Cheliax with the *Hell's Vengeance Poster Map Folio*! Plot your course to crush the opposition or locate the enemy's armies with these three massive poster maps designed for use with the *Hell's Vengeance Adventure Path*. Scheduled to ship in July 2016.

PZO 9294 .....\$19.99



### PATHFINDER RPG: FLIP-MAT - LOST CITY

Whether you're cutting your way through a jungle in search of treasure or uncovering a civilization lost under the waves, *Pathfinder Flip-Mat: Lost City* has you covered. Each side of the Flip-Mat features the ruins of a long-lost city, one hidden in the depths of a rainforest and the other on the ocean floor. This portable, affordable map measures 24" x 30", and features a coated surface designed to handle any dry erase, wet erase, or even permanent marker. Scheduled to ship in July 2016.

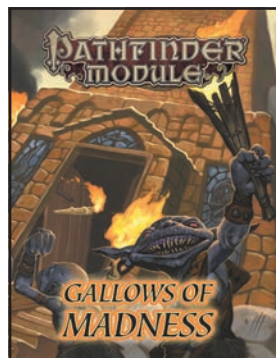
PZO 30075 .....\$14.99



### PATHFINDER RPG: HORROR ADVENTURES HARDCOVER

There are things that dwell in the dark places of the world, deep beneath the ground, in long-abandoned crypts, or in musty attics; terrible things that can destroy your body and shatter your mind! This terrifying sourcebook will take your *Pathfinder* campaigns into the darkest reaches - where the dead hunger for the living, alien gods brood in dreams, and madness and death lurk around every corner! To face such nightmares, the heroes can take new feats, utilize powerful spells, and even acquire holy relics to aid them. Scheduled to ship in July 2016.

PZO 1135 .....\$44.99



### PATHFINDER RPG: MODULE - GALLOWS OF MADNESS

Something wicked - and monstrous - is stirring around the rugged Isgeri town of Saringallow, where the hated legacy of noble Chelish diabolists runs deep. With the recent disappearance of apprentices, the nearby menace of particularly grotesque goblins, and the unsettling buzzing coming from the old Sarini estate, Mayor Sandra Trinelli only knows one thing: she needs help, and fast! *Gallows of Madness* is a highly versatile, linked series of three *Pathfinder* adventures designed for 1st-level characters. Scheduled to ship in July 2016.

PZO 9552 .....\$24.99



### PATHFINDER RPG: PAWNS - PATHFINDER SOCIETY PAWN COLLECTION

The heroes, villains, mentors, quest-givers, and nemeses of the *Pathfinder Society* are ready to take over your gaming table in this exciting collection of more than 200 pawns for use with the *Pathfinder Roleplaying Game* or any tabletop fantasy RPG! Printed on sturdy cardstock, each pawn features a full-color image of one of the most famous (and infamous) characters from the *Pathfinder Society* Organized Play Program and the *Pathfinder Adventure Card Game*. Scheduled to ship in July 2016.

PZO 1020 .....\$24.99

### PATHFINDER RPG: PLAYER COMPANION - LEGACY OF DRAGONS

For untold millennia, the humanoid races have dwelt alongside mighty wyrms. Dragons have helped raise - and destroy - great empires, and wherever they pass they leave a heritage of awe and power. *Pathfinder Player Companion: Legacy of Dragons* delves into the ripples left by a dragon's passing: the legends and philosophies lingering in their wake, the vendettas sworn against them, and especially the bloodlines they foster. Learn to think, move, and fight like these legendary beasts, and call out the untapped potential in your own blood. Scheduled to ship in July 2016.

PZO 9470 .....\$14.99



## PALLADIUM BOOKS

### DEAD REIGN RPG: SOURCEBOOK 6 HELL FOLLOWED

Play Dead! Featuring new O.C.C.s, skills, zombies, and other menaces, *Hell Followed* is a *Zombie Apocalypse* sourcebook for the *Dead Reign RPG*. Scheduled to ship in May 2016.

PAL 0236 .....\$20.95

### RIFTER: #74

Scheduled to ship in May 2016.

PAL 0174 .....\$13.95

### RIFTS RPG: SECRETS OF THE ATLANTEANS

True Atlanteans are descendants from Earth's past. The survivors of the sinking of Atlantis (really a dimensional mishap) are travelers of the Megaverse, and wielders of Tattoo Magic and other lost mystic arts. Most people regard them as heroes, but are they? The Sunaj Assassins are mythic villains feared by all, yet they, too, are True Atlanteans who serve dark forces. Scheduled to ship in June 2016.

PAL 0890 .....\$24.95



PASSPORT  
GAME STUDIOS**CV: GOSSIP**

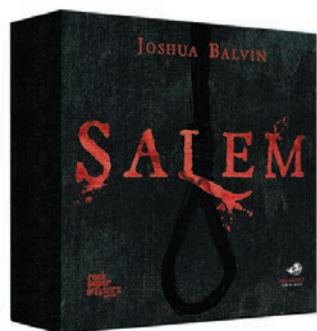
An expansion for the life-building dice game *CV*, *Gossip* gives players new ways to fight bad luck, even more opportunities to invest in happiness, and interactive rumor cards that will grant players new goals in life.

PGS 114 .....\$20.00

**KINGSPORT FESTIVAL  
THE CARD GAME**

In the unimaginable darkness of Kingsport, silent wanderers are called to a profane celebration. Their goal: to invoke unthinkable horrors! A dread terror that is not of this world or any other - but rather from the spaces between the stars - demands your submission. Meanwhile, unwary investigators vainly attempt to halt this appalling chapter in the dark history of Arkham. As the high priest of one of these shadowy cults, you must dominate the city. You will invoke cosmic creatures and unholy gods to receive their "gifts", but you must take care to preserve your sanity and thwart the investigators who seek to stop you. This time, you are the bad guys. Why settle for the lesser evil?

PGS 208 .....\$25.00

**SALEM**

The year is 1692. In an atmosphere of pessimism and charged paranoia, the citizens of Salem are at the mercy of demons - not demons of the soul, but demons of the mind. What began as a devout Puritan community devolved in a matter of months into a people torn apart by fear, lies, and fanatical orthodoxy. The residents of Salem quickly discovered that they could find Hell all around them! Inciting the atmosphere of rampant paranoia that held the village of Salem captive, players in *Salem* control six residents, three of whom are witches, seeking to rid the village of witches while keeping the identities of their own residents secret.

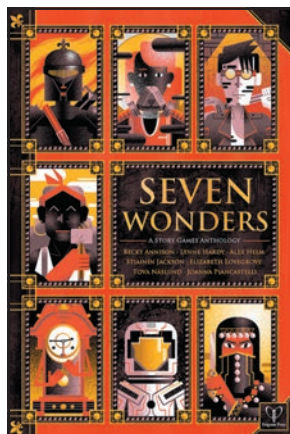
PGS 107 .....\$45.00

**SIMURGH**

Breed Dragons, Go to War in *Simurgh*! A time to stand against our enemies is almost upon us. Since we allied with Simurgh, the mighty dragons of lost tales and myths, the Shattered have been kept at bay. Defeated by Muratan the Dragonlord, they retreated to the deepest, darkest corners of the Old Earth, and for ages it seemed they would not return. Since then, the Dragonlord has left us, and most of his original Simurgh went with him. Only a handful stayed, forming lasting bonds with some of the Dragonriders. Now, as the Shattered are stirring once more, preparing to strike at humanity once again, only the greatest of men shall receive the honor of leading humanity into its next, glorious battle. Lead one of the houses, build its might, train its dragons, and be ready to rule over all humanity as the Shattered stand against you and your mighty Simurgh!

PGS NSK011 .....\$65.00

## PELGRANE PRESS

**7 STORYTELLER RPG:  
SEVEN WONDERS**

Different Times Call for Different Games! Have you ever wondered... how the children from Narnia coped back in the real world? What it's like to voyage into a black hole? How dystopias are created - and destroyed? What you would sacrifice to protect your family? What heroes talk about on the eve of a life-altering battle? How to defend your village, when your heroes are away? Who protects your home when you're not looking? *Seven Wonders* has the answers! *Seven Wonders* is a collection of stand-alone story games from UK-based game designers which focus on characterization and inter-character drama, and use improvisational techniques to tell innovative, compelling tales. Scheduled to ship in May 2016.

IMP PELSW01 .....\$29.95

**NIGHT'S BLACK AGENTS RPG:  
THE EDM FIELD MANUAL**

Drink from the chalice, and join the ranks of the unseen immortals! For more than a century, the top-secret operation within MI6 - codenamed 'Edom' - has defended the United Kingdom from the machinations of the Un-Dead. This crucial field manual for *Night's Black Agents* describes the operation's history, methods, and tradecraft, initiating you into the innermost secrets of the British vampire program. Scheduled to ship in May 2016.

IMP PELGN08 .....\$17.95

## PENCIL FIRST GAMES

**THE SIBLINGS TROUBLE**

Outside your door lies a world of adventure, danger, mischief, and mayhem waiting to be explored! Grab a backpack, a sandwich, that monster you call a 'sibling', and head out into the wilderness, leaving the comforts of home behind! Prepare for pocket-sized adventure with *The Siblings Trouble*, a card-driven, cooperative, storytelling game inspired by finding the mysterious places in your backyard. Scheduled to ship in March 2016.

IMP PFX200 .....\$34.99

## PORTAL

**CRAZY KARTS**

In *Crazy Karts*, teams of dwarves, elves, mummies, and goblins race for the championship in a crazy race to the finish line! Scheduled to ship in July 2016.

PSI PLG0064 .....\$50.00

## POSTHUMAN STUDIOS

**ECLIPSE PHASE: AFTER  
THE FALL PAPERBACK**

In a world of transhuman survival and horror, technology allows the re-shaping of bodies and minds, but also creates opportunities for oppression and puts the capability for mass destruction in the hands of everyone. Meanwhile, other threats lurk in the devastated habitats of the Fall, dangers both familiar and alien. Showcasing new fiction from Ken Liu, Madeline Ashby, Karin Lowachee, and Kim May, *After the Fall* features fantastic stories exploring the vastness and intricacies of the *Eclipse Phase* universe. Scheduled to ship in April 2016.

PSI PS21950 .....\$19.99

## PRIVATEER PRESS

**HORDES**

Scheduled to ship in May 2016.

**LEGION OF EVERBLIGHT  
SHREDDERS LESSER  
WARBEASTS (4)**

PIP 73101 .....\$14.99

**WARMACHINE**

Scheduled to ship in May 2016.

**CRYX BLACK OGRUN  
BOARDING PARTY UNIT (5)**

PIP 34122 .....\$54.99





**CRYX BLOODGORGERS**  
**BLIGHTED TROLLKIN UNIT (10)**  
 PIP 34103 .....\$89.99

**REAPER  
 MINIATURES**

**CHRONOSCOPE**



**WILD WEST WIZARD  
 OF OZ DOROTHY**  
 RPR 50314 .....\$6.99



**WILD WEST WIZARD OF OZ  
 WICKED WITCH**  
 RPR 50315 .....\$8.49



**WILD WEST WIZARD OF OZ  
 WINGED MONKEY**  
 RPR 50316 .....\$6.99



**BONE DEVIL**  
 RPR 03745 .....\$11.29



**SKELETAL CHAMPION**  
 RPR 03752 .....\$9.79



**CARYATID COLUMNS (2)**  
 RPR 03770 .....\$9.29



**SUCCUBUS**  
 RPR 03749 .....\$9.49



**WILD WEST WIZARD OF OZ LION**  
 RPR 50312 .....\$7.79

**DARK HEAVEN  
 LEGENDS**

Scheduled to ship in March 2016.



**AVA JUSTINIA, FEMALE TEMPLAR**  
 RPR 03746 .....\$7.29



**FEMALE NECROMANCER**  
 RPR 03751 .....\$6.99



**TIKI BARON**  
 RPR 03759 .....\$9.99



**WILD WEST WIZARD  
 OF OZ SCARECROW**  
 RPR 50311 .....\$7.29



**BARROW RATS (2)**  
 RPR 03753 .....\$11.79



**HAUNTED HALLOWEEN TREE**  
 RPR 03692 .....\$11.79



**VAMPIRE**  
 RPR 03750 .....\$9.79



**WILD WEST WIZARD  
 OF OZ TIN MAN**  
 RPR 50313 .....\$6.79



**BAT DEMON**  
 RPR 03747 .....\$14.49



**LICH**  
 RPR 03748 .....\$8.29



**WATER WEIRD**  
 RPR 03768 .....\$9.99



## PATHFINDER RPG



**BEAST OF LEPIDSTADT**  
RPR 60170 .....\$9.49

## RENEGADE GAMES STUDIOS

### SPOTLIGHT ON



#### SLAP IT!

A portal to another dimension has opened, and monsters are pouring out! What do you do when you encounter a monster? Slap It! In *Slap It!*, players race to be the first to slap the correct monster - but, that's not always as easy as it seems. With new monsters racing out of the portal, and the dice changing the rules, you'll need to stay on your toes and be lightning fast to Slap It! Scheduled to ship in July 2016.

RGS 00525 .....\$15.00

## SMIRK AND DAGGER



#### DEAD LAST

Stay Alive! Gain a Fortune! A 'social collusion' game of shifting alliances, betrayals, and murder for profit, players in *Dead Last* must conspire and vote upon whom to kill each round. Any means of overt or covert communication is allowed - a glance, a nod, pointing under the table, flashing their card, anything - but, make sure you don't tip off the target or they could ambush you instead! Scheduled to ship in June 2016.

IMP SIND0062 .....\$24.99

## SPARTAN GAMES

### HALO FLEET BATTLES

Scheduled to ship in March 2016.



#### HALO: FLEET BATTLES, ENSIGN EDITION

*Halo: Fleet Battles Ensign Edition* makes it easier than ever for players to engage in spaceship battles set in the fantastic *Halo* Universe. Inside this 2-player box set players will find all the models and rules they need to start playing, including six Battle Groups (four UNSC and two Covenant) of highly detailed spaceships to field (complete with assembly instructions), as well as token, statistic, and overlay sheets, a punch-out Scenery Sheet, two Fleet Commander Data Sheets, 30 custom Halo Dice and two standard d6, a Reference Sheet, and the Core Rulebook.

SGS HFBB02 .....\$78.75



#### COVENANT CPV-CLASS HEAVY DESTROYER

SGS HFCV08 .....\$61.25



#### UNSC VALIANT-CLASS SUPER HEAVY CRUISER

SGS HFUN08 .....\$56.00

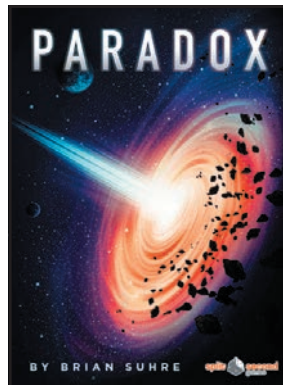
## SPIELBOX

#### SPIELBOX MAGAZINE #1 2016 (ENGLISH EDITION)

Scheduled to ship in May 2016.

IMP SPB20161 .....\$11.99

## SPLIT SECOND GAMES



#### PARADOX

In the near future of *Paradox*, a space-time disturbance called The Quake is fracturing entire worlds' timelines and removing them from existence! In *Paradox*, players take on the roles of scientists desperately working to repair these worlds' connections to their past, present, and future by making new time strands - however, every repaired connection ripples through time and fuels the Quake to fracture more worlds. When the storm's power fades, the most successful scientist will be hailed as a hero throughout the multiverse! Scheduled to ship in February 2016.

SSG SXS-PX01 .....\$40.00

## STEVE JACKSON GAMES



#### I HATE ZOMBIES

Yet again, a ravening horde of horrible zombies shambles forth to devour the living! In *I Hate Zombies*, 2-12 players face off in a climactic battle for the very fate of the world! Some players will be the noble last survivors of humanity, while others will be dirty, wretched, brain-guzzling zombies. To see who survives, they will engage in that time-honored tradition, that Sport of Kings...yes, that's right! Rock-Paper-Scissors! To the Death! Scheduled to ship in July 2016.

SJG 1309 .....\$14.95



#### MUNCHKIN: MOOP'S MONSTER MASHUP

Moop's been making Monsters by mashing things together. First the Kangaroo, then the Drizzly Bear - when will it end?! Now, you're down in his dungeon, fighting those monsters and taking their stuff! And the Treasures are just as weird as the Monsters! Scheduled to ship in July 2016.

SJG 1538 .....\$24.95

## STRONGHOLD GAMES



#### CITY OF SPIES: ESTORIL 1942

Estoril is small town near Lisbon, Portugal. Having a casino, beach, and wonderful weather, the region was a center of diplomacy - and spying - during World War II. In *City of Spies: Estoril 1942*, players compete against each other to form the most powerful and influential secret organization of spies. Scheduled to ship in July 2016.

PSI SG-6007 .....\$49.95



#### THE PURSUIT OF HAPPINESS

Live the Life You've Always Wanted in *The Pursuit of Happiness*! We all have one common desire - the desire for happiness. As we build our life, taking steps towards *The Pursuit of Happiness*, we come closer to the realization that happiness lies in the pursuit. Using a worker-placement mechanism with time as your workers, players in *The Pursuit of Happiness* take on projects, get jobs, buy items, establish relationships, and raise families. How much will you be able to achieve in just one lifetime during *The Pursuit of Happiness*? Scheduled to ship in July 2016.

PSI SG-8023 .....\$59.95



# Bill & Ted's **EXCELLENT** boardgame



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to each other ...  
and PARTY ON, DUDES!**



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JACKSON  
GAMES**



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**[billandted.sjgames.com](http://billandted.sjgames.com)**



## STUDIO 2 PUBLISHING



### SAVAGE WORLDS RPG: TROPICANA

Once upon a time in the Caribbean... Walk the narrow border between law and something else in *Tropicana*. Be a detective or spy, gambler or mercenary, exotic dancer or celebrity in need, trafficker or thug, surfer or tourist, student or activist. Whether you find it on your own or are hired into it, trouble in San Jose is always big, complicated, and twisted! Fight criminals, investigate ancient mysteries, solve cases, and seduce the most beautiful men and women - grab your gun and a mojito and join us in *Tropicana*! Scheduled to ship in June 2016.

S2P 30120 .....\$19.99

## STUDIO 9 GAMES



### MIDNIGHT LEGION BOX SET

In *Midnight Legion*, you are an android agent who has been activated after hundreds of years of stasis. Your scheduled mission is still centuries in the future, but your underground base has been invaded and you must defend it! Unfortunately, it will take time for your memories to return. As you fight, trick, or sneak your way up from the lower levels to the surface and your memories begin filtering back, you realize that your mission is not what you thought it was - and you may not be who you think you are. The world has changed since you were put to sleep, and you will need to decide whether you are still willing to follow your ancient orders, or whether you are ready to set a new future in motion. Designed for two-player and solo play, the *Midnight Legion Box Set* comes complete with a Gamebook, a Memory Book, a Game Map, and two Custom Dice. Scheduled to ship in May 2016.

IMP S9G10010.....\$24.95

## TOY VAULT



### FIREFLY: CREW THROW PILLOW

The shiniest cushion this side of the 'Verse, Toy Vault's *Firefly Crew Throw Pillow* is perfect as a tasteful accessory for your private shuttle, for resting your head in the cockpit, or just waitin' for you in your bunk. Featuring all nine of *Serenity*'s crew, as well as *Serenity* herself, this pillow is Toy Vault's biggest yet, measuring at a whopping 16" x 16" and is printed on high-quality fabric with a solid black backing. Scheduled to ship in June 2016.

TOY 23009 .....\$24.99



### MONTY PYTHON: RESTING PARROT SLIPPERS

From the makers of the fan-favorite *Monty Python Killer Rabbit Slippers* comes this wonderful pair of *Resting Parrot Slippers*, inspired by the beloved "Dead Parrot" sketch from *Monty Python's Flying Circus*. These normally lively parrots are simply tired and shagged out after a long squawk, but we assure you they are just stunned and pining for the fjords. One size fits most, and comes in Norwegian Blue with beautiful plumage. Scheduled to ship in May 2016.

TOY 15103 .....\$49.99

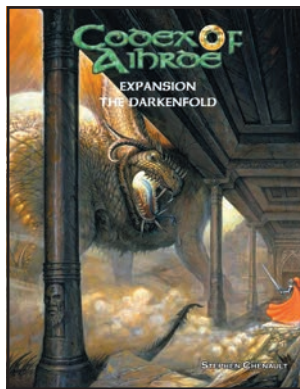
## TRIPLE ACE GAMES

### UBIQUITY RPG: LEAGUES OF GOTHIC HORROR - GUIDE TO MUMMIES

Relentless and remorseless, living mummies are a staple of the Gothic Horror and pulp genres. This detailed sourcebook for *Leagues of Gothic Horror* unwraps the mysteries of the iconic fiends. Scheduled to ship in June 2016.

S2P TAG20209.....\$13.99

## TROLL LORD GAMES



### CASTLES AND CRUSADES RPG: CODEX OF AIHRDE- THE DARKENFOLD

The Darkenfold is an ancient wood, filled with its own wild abandon and creatures of ill intent. Those who live there know that the trees and the soil hold memories of their past glory and do not forget the axes of men, orcs, dwarves, and goblins that have plundered them of their wealth and life. This *Codex of Aihrde* expansion for *Castles & Crusades* explores the length and breadth of the Darkenfold, from the Perth Timberland in the north to the Downs in the south, from the famous town of Ends Meet where Otto runs the Cocklebur Inn and Tavern to Bootstraps where almost anything is for sale. Scheduled to ship in March 2016.

IMP TLG8080 .....\$9.99

## ULISSES-SPIELE



### THE DARK EYE: AVENTURIA ADVENTURE CARD GAME

Arm Yourself for Battle! *Aventuria* is a dangerous place. Lurking behind every corner may be treacherous monsters, exciting adventures, or an ill-humored comrade who challenges you to a duel. In *Aventuria*, a fast-paced card game set in the world of *The Dark Eye*, each player takes on the role of a hero from *Aventuria*. Choose from Arboosh the fierce dwarven smith, Layariel the fleet-footed elven scout, Carolan the cunning half-elven rogue, or Mirhiban the mysterious Talamydian mage. Then, gather your weapons, armor, magic spells, and cunning - adventure awaits in *Aventuria*! Scheduled to ship in July 2016.

PZO ULIUS25504E.....\$39.99



### THE DARK EYE: STARLESS SKY PAPERBACK

When stars fall from the sky, the peoples of *Aventuria* see visions of impending doom. The signs are clear to everyone, from simple farmers to clergy and even crowned heads of state. Whether these visions will prove true, or even possible, none can say. The Turn of Ages brings great change to *Aventuria*. The fate of a continent, nay, an entire world hangs in the balance, and valiant heroes may tip the scales! Gathering tales related to the fateful event known as the Starfall, this collection of over 20 fantastical stories transports you to the far corners of *Aventuria* - and beyond! Scheduled to ship in July 2016.

PZO ULIUS25702E.....\$14.99



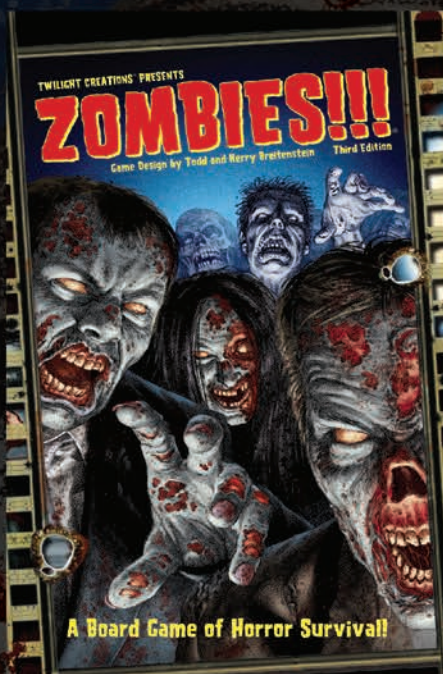
### THE DARK EYE RPG: ARIVOR'S DOOM

Arivor, jewel of the Horasian Empire, is the heart of the Rondran faith, stronghold of the staunch Ardarites, and home to famed weapon smiths, skilled armorers, and vintners of fine wines. Trumpets herald the opening of the mid-summer Knights' Tournament as curious onlookers and pilgrims devoted to Rondra pour into the city. Your heroes have come to Arivor as eager tournament participants, bold explorers, or enthusiastic friends of the theater. The city virtually bursts at the seams, and you marvel at the size of the crowds. Suddenly, the unthinkable happens, and joyous and carefree celebrations turn into desperate struggles for survival! *Arivor's Doom* is an adventure for *The Dark Eye* suitable for Experienced heroes. Scheduled to ship in July 2016.

PZO ULIUS25304E.....\$14.99



# It All Started Here...



# And Now It's Outta This World

**Zombies!!! 14: Space Bites** takes you out of this world, hopefully to live long and prosper. But this is no Hollywood script. Zombies plus a failing space station makes a happy ending highly unlikely...

#### GAME CONTENTS:

- 16 Map Tiles - Space Station • 30 Event Cards
- 9 Dice • Rules

Requires the Zombies!!! core set (TLC 2010 or 2011) to play.



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October 2015  
[Kerry@twilightcreationsinc.com](mailto:Kerry@twilightcreationsinc.com)





### THE DARK EYE RPG: CHARACTER SHEETS

These character sheets let you keep track of all your important stats, details, and notes during a campaign in the world of *The Dark Eye*. Each pack contains 10 full-color, double-page character sheets, six full-color supplementary sheets for mages and Blessed Ones, and four full-page templates for NPC and monster sheets and combat logs. Scheduled to ship in July 2016.

PZO ULUS25505E.....\$14.99



### THE DARK EYE RPG: DIGEST- SIZED CORE RULES

Glory and Adventure Await! Experience the breadth of Aventuria, an immersive fantasy world crafted by those steeped in medieval lore amid ancient forests, forbidding mountains, and fairy-tale castles. Europe's premiere fantasy roleplaying game in continuous publication for more than 30 years, *The Dark Eye* is now available in English! This *Digest-Sized Edition* of the Core Rules presents *The Dark Eye*'s refined, time-tested game system in a handy, portable format. Scheduled to ship in July 2016.

PZO ULUS25001ME.....\$19.99

## ULTRA-PRO



### BOX WITH TRAY - NISSA

Scheduled to ship in April 2016.

UPR 86375.....PI



### DICE ROLLING TRAY

Scheduled to ship in March 2016.

UPR 84759.....PI



### FATE STAY NIGHT COLLECTION II - SERVANTS

Scheduled to ship in April 2016.

DECK PROTECTOR SLEEVES

UPR 84815.....PI

FULL VIEW DECK BOX

UPR 84816.....PI



### FORCE OF WILL: A3 PLAY MAT

Scheduled to ship in March 2016.

V1

UPR 84879.....PI

V2

UPR 84880.....PI

V3

UPR 84934.....PI

HANAMI LIMITED EDITION

UPR 84881.....PI



### MAGIC THE GATHERING: JUNE 2016 - ETERNAL MASTERS

Scheduled to ship in June 2016.

DECK PROTECTOR SLEEVES

UPR 86368.....PI

FULL VIEW DECK BOX WITH TRAY

UPR 86369.....PI

PLAY MAT

UPR 86370.....PI

### MAGIC THE GATHERING: JULY 2016 - ELDRITCH MOON

Scheduled to ship in July 2016.

DECK PROTECTOR SLEEVES 1

UPR 86380.....PI

DECK PROTECTOR SLEEVES 2

UPR 86381.....PI

DECK PROTECTOR SLEEVES 3

UPR 86382.....PI

FULL VIEW DECK BOX 1

UPR 86385.....PI

FULL VIEW DECK BOX 2

UPR 86386.....PI

FULL VIEW DECK BOX 3

UPR 86387.....PI

FULL VIEW PRO BINDER

UPR 86395.....PI

PLAY MAT 1

UPR 86390.....PI

PLAY MAT 2

UPR 86391.....PI

PLAY MAT 3

UPR 86392.....PI

PLAY MAT - 6 FOOT

UPR 86429.....PI

PLAY MAT - 8 FOOT

UPR 86430.....PI



### MAGIC THE GATHERING: PLANESWALKER FULL VIEW DECK BOXES WITH TRAY

Scheduled to ship in April 2016.

CHANDRA

UPR 86374.....PI

GIDEON

UPR 86371.....PI

JACE

UPR 86372.....PI

LILIANA

UPR 86373.....PI



### SWORD ART ONLINE II COLLECTION II - EXCALIBUR

Scheduled to ship in April 2016.

DECK PROTECTOR SLEEVES

UPR 84817.....PI

VIEW DECK BOX

UPR 84818.....PI

## UPPER DECK



### LEGENDARY DBG:

#### BIG TROUBLE IN LITTLE CHINA

Become Legendary! In this cooperative deck building game based on John Carpenter's action-packed, kung-fu, cult classic, *Big Trouble in Little China*, players take on the roles of Jack Burton, Gracie Low, Wang Chi, and the Pork Chop Express playing schemes straight from the film in their quest to defeat Lo Pan and The Three Storms! Scheduled to ship in August 2016.

UDC 84774.....PI



### LEGENDARY DBG: MARVEL CIVIL WAR EXPANSION

Captain America or Iron Man? Choose your side in *Civil War*! Featuring playable characters from both sides of the Super Hero Registration act, this expansion to the *Legendary Deck-Building Game* introduces new ways to play by teaming up with a partner and taking sides against the opposition. Scheduled to ship in June 2016.

UDC 86036.....PI

## USAOPOLY

### ATTACK ON TITAN MONOPOLY

Scheduled to ship in July 2016.

USO MN113446.....PI



### FALLOUT VAULT BOY YAHTZEE

Scheduled to ship in July 2016.

USO YZ110422.....PI



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**NEW!**

- Holds **80** cards in Deck Protector<sup>®</sup> sleeves
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**86375**  
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(cards & accessories  
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**86373**  
**Liliana**



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**GHOSTBUSTERS SLIMER YAHTZEE**Scheduled to ship in July 2016.  
USO YZ091450..... PI**POKÉMON JOHTO MONOPOLY**Scheduled to ship in July 2016.  
USO MN101436..... PI**STEVEN UNIVERSE MONOPOLY**Scheduled to ship in July 2016.  
USO MN085457..... PI**THE WALKING DEAD JENGA**Scheduled to ship in July 2016.  
USO JA095379..... PI**THE WALKING DEAD  
PLAYING CARDS**Scheduled to ship in July 2016.  
USO PC095379..... PI

## VALLEJO

**WEATHERING EFFECTS**

Scheduled to ship in May 2016.

**BLACK SPLASH MUD (17ML)**

VAL 73806.....\$4.40

**BLACK THICK MUD (17ML)**

VAL 73812.....\$4.40

**BLACK THICK MUD (200ML)**

VAL 26812.....\$11.25

**BROWN ENGINE SOOT (17ML)**

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**BROWN SPLASH MUD (17ML)**

VAL 73805.....\$4.40

**BROWN THICK MUD (17ML)**

VAL 73810.....\$4.40

**BROWN THICK MUD (200ML)**

VAL 26811.....\$11.25

**CRUSHED GRASS (17ML)**

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VAL 73816.....\$4.40

**ENGINE GRIME (17ML)**

VAL 73815.....\$4.40

**EUROPEAN SPLASH MUD (17ML)**

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**EUROPEAN THICK MUD (17ML)**

VAL 73807.....\$4.40

**EUROPEAN THICK MUD (200ML)**

VAL 26807.....\$11.25

**FUEL STAINS (17ML)**

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VAL 73803.....\$4.40

**INDUSTRIAL THICK MUD (17ML)**

VAL 73809.....\$4.40

**INDUSTRIAL THICK MUD (200ML)**

VAL 26809.....\$11.25

**LIGHT BROWN SPLASH MUD (17ML)**

VAL 73804.....\$4.40

**LIGHT BROWN THICK MUD (17ML)**

VAL 73811.....\$4.40

**LIGHT BROWN THICK MUD (200ML)**

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**MOSS AND LICHEN EFFECT (17ML)**

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**MUD AND GRASS EFFECT (17ML)**

VAL 73826.....\$4.40

**OIL STAINS (17ML)**

VAL 73813.....\$4.40

**PETROL SPILLS (17ML)**

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**RUSSIAN SPLASH MUD (17ML)**

VAL 73802.....\$4.40

**RUSSIAN THICK MUD (17ML)**

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**RUSSIAN THICK MUD (200ML)**

VAL 26808.....\$11.25

**RUST TEXTURE (17ML)**

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**SLIMY GRIME DARK (17ML)**

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**SLIMY GRIME LIGHT (17ML)**

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**SNOW (17ML)**

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**SNOW (200ML)**

VAL 26820.....\$11.25

**STREAKING GRIME (17ML)**

VAL 73824.....\$4.40

**WET EFFECT (17ML)**

VAL 73828.....\$4.40

**BOROMITE MATRIARCH**

WLW WGA-BOR-05..... PI

**ISORIAN NHAMAK LIGHT  
SUPPORT DRONE**

WLW WGA-ISO-23..... PI

**ISORIAN SENATAX PHASE SQUAD**

WLW WGA-ISO-01..... PI

**ISORIAN SENATAX SUPPORT  
TEAM WITH X-LANCHER**

WLW WGA-ISO-24..... PI

**ISORIAN SENATEX  
COMMAND SQUAD**

WLW WGA-ISO-35..... PI

**PROJECT Z: STARTER SET**

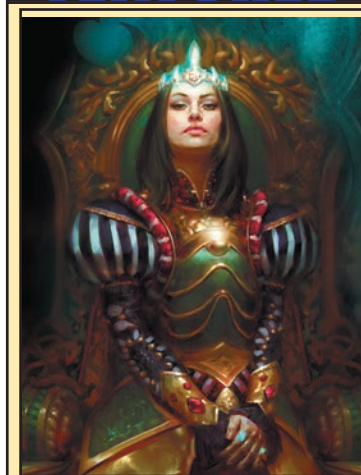
Fight the Dead, Fight the Living! Fight to survive in the abandoned streets of a post-apocalyptic world infested by unnatural creatures hungry for your flesh. Scavenge for scarce supplies whilst battling against the dead and the living alike; there are no laws, there are no rules, only the fight! In *Project Z*, a skirmish-level, miniatures wargame of Zombie Apocalyptic mayhem, players take control of Survivors or a Street Gang fighting to survive against the environment and an ever-growing horde of undead. The *Project Z: The Miniatures Game Starter Set* comes complete with 39 detailed, self-assembly plastic models, rules, counters, and specially designed dice and cards. Scheduled to ship in April 2016.

WLW WGZ-START-01..... PI



## WIZARDS OF THE COAST

## FEATURED ITEM

**MAGIC THE GATHERING  
CCG: CONSPIRACY -  
TAKE THE CROWN  
BOOSTER DISPLAY (36)**

Clearly, the crown is up for grabs. Will you claim it? No more jokes. No more intrigue. For real this time. The throne no longer sits empty, but deception, danger, and even death await around every corner! Add deeper layers of intrigue to your next *Magic* draft and begin plotting as soon as you open your first booster pack! The *Conspiracy: Take the Crown* 221-card expansion set builds on the revolutionary abilities introduced in the original *Magic*:

*The Gathering Conspiracy* set, with new cards that affect the draft itself and new conspiracies that twist the rules against your foes. Trade votes and spread your attacks to manipulate the game in your favor. Seize the crown to give yourself a greater edge - if you can keep it! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WOC B66320000..... \$143.64

## WARLORD GAMES

**BLACK POWDER**

Scheduled to ship in March 2016.

**NAPOLEONIC FRENCH  
LINE LANCERS**

WLW WGN-FR-13..... PI

**GATES OF ANTARES**

Scheduled to ship in March 2016.

**ALGORYN AI INTRUDER  
SCOUT SKIMMER SQUAD**

WLW WGA-ALG-06..... PI



## FEATURED ITEM



### MAGIC THE GATHERING CCG: ELDRITCH MOON

The second set in the *Shadows over Innistrad* block, this 205-card expansion for *Magic: The Gathering* is introduced in Booster Packs, Intro Packs, and Fat Packs. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

#### BOOSTER DISPLAY (36)

WOC B66280000 ..... \$143.64

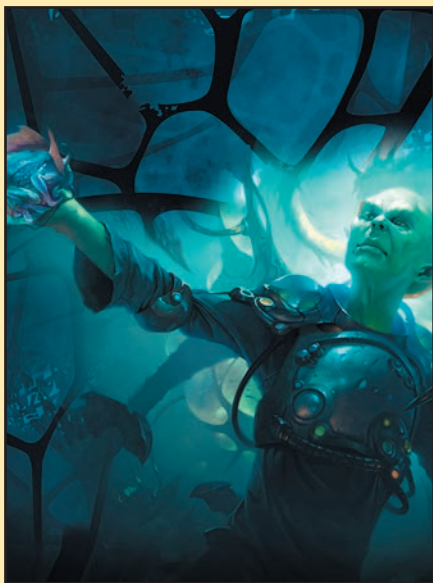
#### FAT PACK

WOC B66300000 ..... \$39.99

#### INTRO PACK DISPLAY (10)

WOC B66310000 ..... \$149.90

## FEATURED ITEM



### MAGIC THE GATHERING CCG: FROM THE VAULT LORE

Delve deeper into the events that shaped the Multiverse and show your opponents that those who don't learn from history are doomed to repeat it! Packed with 15 premium foil cards, one token, an exclusive Spindown life counter, and a collector's guide, this limited-edition set includes cards from throughout *Magic's* history that are renowned for both their power and the stories behind them. Surprise your foes with blasts from the past they'll have to see to believe!

WOC B67710000 ..... \$34.99

WIZKIDS/NECA

## FEATURED ITEM



### DC BATMAN: ARKHAM KNIGHT - LIFE SIZE BATMAN FIGURE FOAM REPLICA

Strike fear into the hearts of evildoers in any room with this impressive, lifesize replica of the Dark Knight himself! Standing a full 6' 2" tall and created directly from the digital files used in the making of the acclaimed *Batman: Arkham Knight* video game, this handpainted replica figure of Batman is crafted from foam rubber and latex, with the Dark Knight's swirling, fabric cape tailored from mixed materials for game accuracy. Scheduled to ship in June 2016.

WZK 61433 ..... \$886.60



## FEATURED ITEM



### DC BATMAN: ARKHAM KNIGHT - LIFE SIZE HARLEY QUINN FIGURE FOAM REPLICA

Standing 5' 11" tall and created directly from the digital files used in the making of the acclaimed *Batman: Arkham City* video game, this lifesize replica figure of the bubbly (and psychotic!) Harley Quinn is crafted of foam rubber and latex, and carefully handpainted for realistic detail, down to the tattoos on her arm and hip! Harley sports plenty of extra touches like a metal wallet chain and synthetic hair. Scheduled to ship in June 2016.

WZK 61437 ..... \$886.60

## FEATURED ITEM



### PATHFINDER BATTLES: DEADLY FOES BOOSTER BRICK (8)

From fearsome hobgoblins and evil soldiers, slavers, and monstrous giants to rare "dungeon dressing" accessories that add realism and fun to your fantasy gaming, the friends and foes from the world of Golarion take to the tabletop in *Deadly Foes*! Introduced in 4-figure (one Large figure and three Medium or Small figures) Standard Boosters offered in 8-count bricks, *Deadly Foes* provides a legion of high-utility monsters and heroes suitable for any fantasy roleplaying campaign. Scheduled to ship in October 2016.

WZK 72378 ..... \$127.92



## FEATURED ITEM

**STAR TREK ATTACK WING: EXPANSION PACKS**

Boldly go into battle with these *Star Trek: Attack Wing* Expansion Packs! Scheduled to ship in September 2016.

**DOMINION KORANAK (2016 VERSION)**

WZK 71275-NEW ..... \$14.99

**FEDERATION U.S.S. ENTERPRISE-B**

WZK 72350 ..... \$14.99

**FEDERATION U.S.S. VOYAGER (2016 VERSION)**

WZK 71280-NEW ..... \$14.99

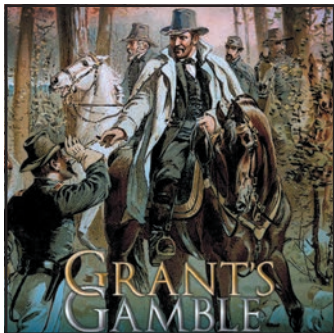
## FEATURED ITEM

**TEENAGE MUTANT NINJA TURTLES HEROCLIX: GRAVITY FEED DISPLAY SET 2**

Packed with "Turtle Power", *Teenage Mutant Ninja Turtles HeroClix* features fan-favorite characters including Leonardo, Donatello, Michelangelo, and Raphael, along with their greatest allies and enemies. The *Teenage Mutant Ninja Turtles HeroClix: Gravity Feed* highlights more than 30 characters from the 32-year history of TMNT, based on both the comics and animated TV series. Scheduled to ship in August 2016.

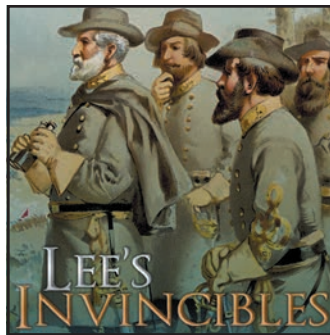
WZK 72488 ..... \$71.76

## WORTHINGTON GAMES

**GRANT'S GAMBLE: WILDERNESS CAMPAIGN OF 1864**

Volume 1 in the *Blue & Gray Campaign Series*, *Grant's Gamble* focuses on the 1864 Overland Campaign from Culpepper to the Va./NC border. As Grant, can you drive south destroying Lee's veterans as you capture Richmond and Petersburg? As Lee, can you hold Richmond and Petersburg long enough, and inflict enough casualties to make a war-weary Union not to reelect Lincoln and bring independence to the South? Scheduled to ship in March 2016.

WOG WPUB020 ..... \$65.00

**LEE'S INVINCIBLES: GETTYSBURG CAMPAIGN OF 1863**

Despite the initial success of the Confederate campaign, the loss of the battle at Gettysburg denied Lee the big picture strategic goal he had in mind at the outset. Moving into Maryland and Pennsylvania had taken the war out of Virginia for a campaign season. Northern towns were levied for supplies and money. The losses of over 30% of his army ended the campaign as a victory strategically and tactically for the Union. *Lee's Invincibles* is the second volume in the *Blue & Gray Campaign Series*. Scheduled to ship in March 2016.

WOG WPUB021 ..... \$65.00

**JACKSON & SHERIDAN: THE VALLEY CAMPAIGNS**

Volume 3 in the *Blue & Gray Campaign Series*, *Jackson & Sheridan* focuses on the 1862 & 1864 Shenandoah Valley Campaigns from Lynchburg to Harper's Ferry. As Jackson, can you drive the Yankee army out of your beloved valley, forcing Lincoln to draw troops from in front of Richmond? As McDowell, Fremont, and Banks, can you defeat Jackson and push east to finish the Confederacy in 1862, saving thousands of lives and years of turmoil? Scheduled to ship in March 2016.

WOG WPUB022 ..... \$65.00

**MCCLELLAN MOVES: 1862 PENINSULA TO ANTIETAM**

*McClellan Moves* expands *Grant's Gamble*, allowing players to recreate the Civil War in the east from the Peninsula Campaign to Antietam. Included in this game are units for Johnston, McClellan, siege guns, and the CSS *Virginia*. Scheduled to ship in March 2016.

WOG WPUB023 ..... \$25.00

## Z-MAN GAMES

**DEAD OF WINTER: THE LONG NIGHT**

A stand-alone expansion for *Dead of Winter*, players in *The Long Night* must fight off bandits from another colony, build improvements, watch locations evolve as the results of Crossroads cards, and unravel the mysteries of the new Raxxon pharmaceutical location. Scheduled to ship in June 2016.

ZMG PHG10001 ..... \$59.99

**MY FIRST STONE AGE**

People haven't always lived the same way they do nowadays! Back in the Stone Age, for example, men and women would need to hunt for food and build their own settlement from scratch. Playing *My First Stone Age*, let your imagination take you back to that time of adventure and fun as you take on the role of two stone age children, Jono and Jada, collecting berries, going fishing, and exploring the primitive world!

ZMG 71265 ..... \$39.99

**SEAFALL: A LEGACY GAME**

Adventure Awaits on the High Seas! The world is emerging from a dark age where history and knowledge were lost. The great provinces have just begun re-establishing seafaring technology, and wealth and fame await leaders who are cunning and brave. Explore the coastal islands, discover lost civilizations, uncover long buried secrets, and sail until the sea falls off the edge of the world in *SeaFall*, the third Legacy game designed by Rob Daviau. Scheduled to ship in August 2016.

ZMG PHG13000 ..... \$79.99





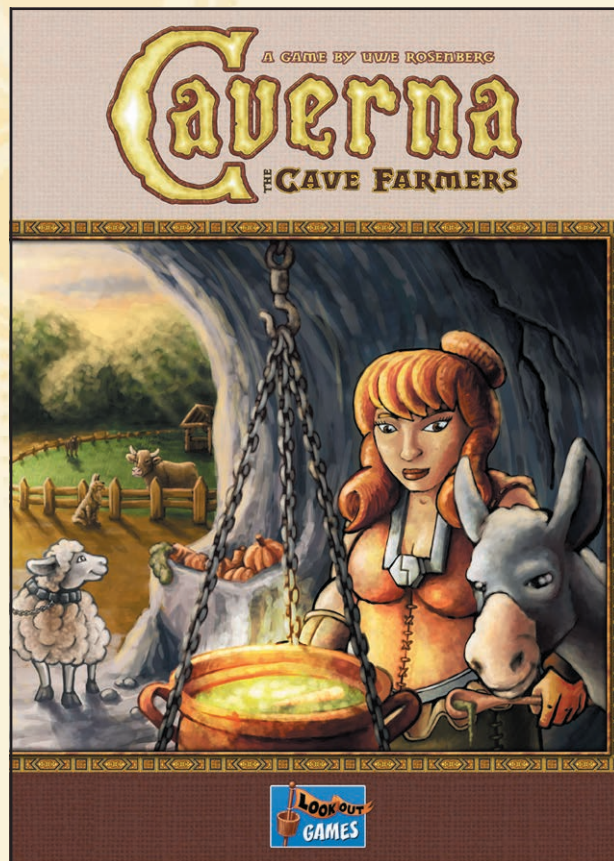
## THE EMISSARIES COMING SOON

WYR20131	-	BRUTAL EMISSARY	-	\$55.00
WYR20238	-	CARRION EMISSARY	-	\$55.00
WYR20342	-	ARCANE EMISSARY	-	\$55.00
WYR20434	-	MYSTERIOUS EMISSARY	-	\$55.00
WYR20532	-	HODGEPODGE EMISSARY	-	\$45.00
WYR20634	-	LUCKY EMISSARY	-	\$55.00
WYR20722	-	SHADOW EMISSARY	-	\$55.00

Wyrd



# Caverna: The Cave Farmers



## CAVERNA: THE CAVE FARMERS

MFG 3501 ..... \$ \$97.00 | Available Now!

Hello and welcome to our look at *Caverna: The Cave Farmers*! In this spinoff from Uwe Rosenberg's classic, *Agricola*, between one and seven players take on the role of the head of a clan of dwarves and try to lead them to be the most prosperous on the mountain!

Lofty goal, indeed! You'll have to expand your cozy, little dwelling deeper into the mountain, move outside to grow crops to feed your growing clan, and, of course, being dwarves, mining for precious stones and resources.

For those familiar with *Agricola*, mining and expeditions are probably the most substantial, new elements in *Caverna*. Mining allows a player to construct weapons, which their dwarves use to go on expeditions. Expeditions make your dwarves more powerful and they also can give a host of resources to your clan as the spoils of the expedition.

Another new element, reflecting the dwarves' love of delving deep beneath the earth, are rubies. Rubies are like a wild resource that can be traded in for almost anything else. They can also allow a dwarf to act before they would normally be able to.

You have 12 rounds to outscore your fellow dwarves, so make the most of them!

And speaking of *Agricola*, there's a detailed look at the new *Agricola* including a complete component list in this very issue. So, go read more and see why 2016 will be the best year for *Agricola*!

**About Caverna:** *Caverna* was designed by Uwe Rosenberg for 1 to 7 players ages 12 and up. The game takes 30 minutes to play per player, so 210 minutes give or take for a 7 player game.



Alexander Pfister

# Oh my Goods!

Du meine Güter!

*Who will manage the best  
Production Chains and  
claim Victory?*

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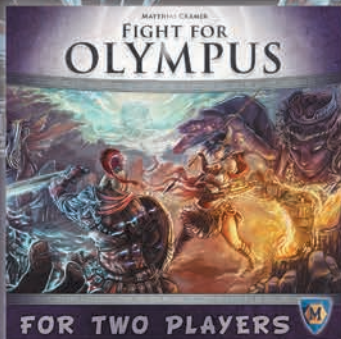
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MATTHIAS CRAMER

# FIGHT FOR OLYMPUS



*Coming June 2016!*



2



20



8+

Players use the soldiers, heroes and demigods of Greek mythology to battle their opponent! By playing cards to take control of locations, you can increase your capabilities and inch closer to victory! Strive for a military victory or overwhelm your opponent by controlling all of the locations on the board. Win an exciting



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# CORVUS BELLI INFINITY

## THE SÙ-JIÀN MORE THAN MEETS THE EYE

AN ARTICLE BY GUTIER LUSQUÍÑOS. EDITED BY DAVID SATTERTHWAITE.

The Sù-Jiàn, Fast Sword of the Yu Jing's Imperial Service, is one of the most recent Infinity releases, tied to the update of Sectorial Armies in the new Human Sphere N3 book.

However, this is not a totally new release but a re-sculpt. It is been a long time since the release of the first version of this model, almost six years. Nevertheless, time was not really a factor in considering the creation of a new version of this model. There was a general feeling amongst the Infinity staff about the need for a re-sculpt. Not only to adapt it to the most recent Infinity sculpting canon, but to reflect the new profile of this unit.

The Sù-Jiàn has been the figurehead of the renewal of the Yu Jing Imperial Service in the Human Sphere N3 book. This Sectorial Army not only received new profiles but also saw some of its existing troop profiles renewed and optimized, as well as getting new Fireteam options. Fol-

lowing this update, the Infinity staff also conceived of a re-sculpt program that would update the Starter Pack and most of its more prominent units.

The Sù-Jiàn was no exception, in fact, the intention was to make this unit a sneak peek of things to come for Yu Jing players.

Since the inception of the design of the Imperial Service, the Sù-Jiàn was the keystone of this Sectorial Army. Conceived as a special law enforcement agency that is the tactical branch of Yu Jing's judiciary system, the presence of big TAGs in this army list didn't seem appropriate. For that reason, the Sù-Jiàn was a unit conceived of as being almost a light TAG, which is why its former profile was so versatile.

With the renewal of the Imperial Service the intention was to keep this role for the Sù-Jiàn, but make it better.



The Sù-Jiàn has always had a unique troop profile: a Remote Presence Heavy Infantry with the Mechanical Transmutation Special Skill. Mechanical Transmutation, a skill specially created for the Sù-Jiàn, allows it to choose between a Combat Form (enhanced Heavy Infantry) and a Mobility Form (Remote-shaped troop profile with very good mobility skills, but lower stats). To reflect this, the Sù-Jiàn has been released in a box with two models, one for each form.

However, changes has been not limited to the design and sculpt of this troop. In the Human Sphere N3 ruleset the Mechanical Transmutation Special Skill has been streamlined. Now, the Sù-Jiàn is easier to play and players can transform it while playing, switching between both models in the same Order.

But that is not the only change, the Sù-Jiàn also now has an enhanced profile to make it closer to a light TAG, as it was conceived since its inception.

So now Yu Jing players can really enjoy playing with their Sù-Jiàn and switching from one Form to another. Run, climb, transform, fight, destroy, transform... Run, climb, transform, fight, destroy, transform... that is the new mantra Yu Jing players will sing when playing with their awesome Sù-Jiàn! There is more than meets the eye with this unit!



INFINITY RULEBOOK: 3RD EDITION | CVB 289503.....\$81.53 | Available Now!



# HUMAN SPHERE

NEW EXPANSION BOOK

TOHAA  
GORGOS SQUAD

NEOTERRAN CAPITALINE ARMY  
CLAUSEWITZ UHLANS

## N3

A SKIRMISH GAME WITH 28mm MINIATURES  
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# FULL STEAM AHEAD FOR CRYPTOZOIC'S INNOVATIVE CERBERUS ENGINE!

The Cerberus Engine line of games from Cryptozoic Entertainment has maintained and grown a loyal fanbase since its inception thanks to new licenses, a wide variety of expansions, and fresh takes on the deck-building genre.

to your games. They excel at playing Hidden Objectives Mode Crisis. There are also a host of new main deck cards to give your deck a little extra Suicide Squad and Crisis flavor.

While the *DC Comics Deck-building Game* is the most popular, there are several other titles in the Cerberus Engine line of products, including *Naruto Shippuden*, *Street Fighter*, *Lord of the Rings*, *The Hobbit*, and *NHL Hockey*. With so many base set games and expansions in the Cerberus Engine line, our Cryptozoic forums (as well as independent forums) are constantly abuzz with ideas for combining different sets and even different game worlds together. Most games use the same standard card back, allowing for easy mixing between games. Using sleeves allows any game to combine with any other game. They all use the same basic rules. But each



The latest Cerberus Engine game, *Cartoon Network Crossover Crisis*, adds a few new wrinkles to the Cerberus line: Events and a deck of all unique cards. Since this is a whimsical title, Events consist of silly activities and entertaining shenanigans that let everyone get in on the fun. The set features so many characters that absolutely everything is unique! That's right, no duplicate cards are found in the main deck, or even in the Weakness stack (the "bad news" card of the Cerberus Engine). Each Weakness is uniquely named and has a distinctive *negative* ability that will throw a monkey wrench into your plans. The game is a laugh-out-loud good time!

The *Crisis Expansion Pack 3*, the latest expansion to the *DC Comics Deck-building Game*, extends the story of *Forever Evil*, as the Villains of Earth must thwart the evil Crime Syndicate's devious plans for taking over their territory, while the Justice League is nowhere to be found. In the game, players take on the roles of fan-favorite Super-Villains from the *Forever Evil* set, now in all their *Crisis* glory, with Crime Syndicate Impossible Villains as your opponents.

There are two modes of play in *Crisis 3: Full Co-op Mode* and *Hidden Objectives Mode*. Players already familiar with *Crisis Expansion Pack 1* and *2* should already be familiar with Full Co-op Mode. Hidden Objectives Mode is all new to this expansion and it's more than a little devilish. You still have the ultimate goal of defeating all of the Crisis and Impossible Super-Villains. However, you don't share in the victory unless you also fulfill the requirement on the secret Hidden Objective card you receive at the start of the game.

You might wonder what sort of team would come together and yet be at such odds? The Suicide Squad, of course! *Crisis 3* also contains six competitive Super-Villains that you can add

game has its own twists and thematic flair. Those of us who design the games also have some favorite combos.

My favorite combination is nicknamed "*Street Hockey*", merging the *Street Fighter* and *NHL Hockey* games. *Street Fighter* is a very PvP set. Lots of "directed attacks" allow you to inflict harm on the foe of your choosing. This is a great way to slow down someone who is doing well, or get revenge on someone who has wronged you in the game. The best part of this combo is using the "Penalty" cards in place of "Weaknesses." If a player has two or more Penalty cards in hand, that player must go to the 'Penalty Box'. They lose their turn, but they do get to remove those two Penalties from their deck.

Cerberus Lead Developer Nathaniel Yamaguchi's favorite combo is nicknamed "*Justice Society of Evil*", teaming up the *JSA Crossover Pack #1* and *Forever Evil*. The *JSA Crossover* is somewhat centered around making use of the basic Punch cards that comprise most of your starting deck, while in *Forever Evil* players excel at destroying cards. Normally, Punch cards are some of the first cards players want to thin out of their decks, but with this combo of cards you have to think twice about which cards you destroy.

Richard Brady, Lead Designer of *Arrow* and *Teen Titans*, enjoys a combo he nicknamed "*TitanWatch*", featuring a combo of *Teen Titans* and *Watchmen* (*Crossover Pack #4*). *Teen Titans* showcases a lot of Ongoing cards, which allow players to slowly build







up Power and then unleash it all when the time is right — the perfect plan for when you discover a traitor in your midst, which, coincidentally, *Watchmen* uses a “hidden traitor” mechanic. Players must overcome Challenges and keep cards that can inflict a lot of damage away from the traitor. The traitor is secretly trying to fulfill the requirements of the public Villainous Machinations card. Doing so will activate his or her Mastermind Plot. If this sounds a lot like the famous graphic novel...you’re right!

Of course, for some, mixing two complete sets just isn’t enough. Many players post fully customized 115-135 card main decks online for all to critique and gaze at in wonder. Players will go out of their way to include a very diverse set of cards from across all genres of games. We at Cryptozoic liked the idea so much that we used it for our Championships at Origins and Gen Con in 2015. It’s a great way to expose players to sets they have never seen before. Best of all, they already know the general concept behind any card they see, since they all use the same Cerberus rules set. But a single rules set doesn’t mean we are hamstrung into the same play patterns over and over.



Probably the design team’s favorite card design of all time — from *The Lord of the Rings: The Return of the King*. A card that gives you plenty of options, it lets you peer into the future, but with an element of risk, as well.



So, curious about what new licenses and innovations are coming for the Cerberus Engine? Do the following words get your blood pumping?

### ATTACK ON TITAN

They certainly do for millions of anime fans! This late 2016 release will feature a brand-new addition to the Cerberus Engine: “Movement”. Your Hero is represented in play by a standee, and you must travel between Districts to buy the cards you need. You can also hop over the Wall and try to take down a Titan before it can bash through the Wall!

Another innovation: The *Attack on Titan Deck-building Game* is fully cooperative. Players will need to work together to kill Titans, or, at least, slow them down. Since the game is built to be cooperative from the ground up, there are many cards from the cooperative *Crisis* sets that will work very well mixed in with *Attack on Titan*. We can’t wait to see what players come up with! Our only regret is that they will have to wait a few more months to get the game into their hands. This is the first time any gameplay information has been released on this game, so the hype starts now!

...

Matt Hyra has been the lead Board Game Designer at Cryptozoic since its inception. He has designed a wide variety of games including *Adventure Time: Card Wars*, *Hot Rod Creeps*, *The Walking Dead: Best Defense*, *Food Fight*, and most of the Cerberus Engine Deck-building Games. He resides in Irvine, California.





# THE PELICAN BRIEF

## FIREWATCH FORUMS » PROJECT RISING SPIRIT » ALCATRAZ FACILITY

@X: For anyone foolhardy enough to think about trying to venture into the Facility, here's some information you might want to look at before you get yourself killed.

@X: First up is an overview of the Facility itself, which includes most of the physical details I was able to dig up.

@X: The sections that follow are some pertinent leads that I moved to this thread. They run the gamut of believable to you-should-be-committed, so consider yourself warned. On the other hand, truth is often stranger than fiction. Either way, make sure you have a salt shaker handy. You'll probably need it.

## FACILITY BRIEFING

Kris,

You told me not to bury you with unsubstantiated rumors. I tried, but ...

There's a lot of conflicting data on PRS in general and this Facility in particular. Some of that is deliberate disinformation, like the old story of the blind men examining an elephant. You know: one feels its trunk and thinks it's a snake, another feels its leg and thinks it's a tree—like that. People put their own spin on what they think they know. Anyway, I left a clear trail through the sources in case you—or anyone else—wants to check my research.

Two things to keep in mind when thinking about the Facility.

First, unlimited resources. PRS has more disposable income than a lot of industrialized nations. When price is no object, you can do just about anything, especially things that make no sense.

Second, Toyo Harada scares the hell out of PRS. I couldn't find out for sure what he did to PRS back in the '60s, but whatever it was made getting rid of Harada their highest priority. They might worry about Peter, but they *obsess* about Harada. Rumor has it every one of their programs has a built in Harada Protocol that supersedes everything else: "If Harada shows up, kill him." Everything about the Facility is designed to either keep Harada from finding it, keep him from getting in if he *does* find it, or kill him once he's inside. We lesser beings just have to take our chances.

Which gives us something else to remember. If you get past any of the Facility's defenses, PRS is going to want to know how and why. If they catch you they're going to dissect your brain to get that information, and you're going to wish they'd killed you.

PRS began excavating Alcatraz Island in search of something 140 years ago. It looks like they found whatever it was but didn't know what to do with it until Harada put the fear of Harada in them. The Facility map I've put together is a composite from several sources. When they disagreed, I usually went with the source with the better track record, but there are a couple of places I think the more reliable guys missed something or misunderstood something—that thing with the elephant again.

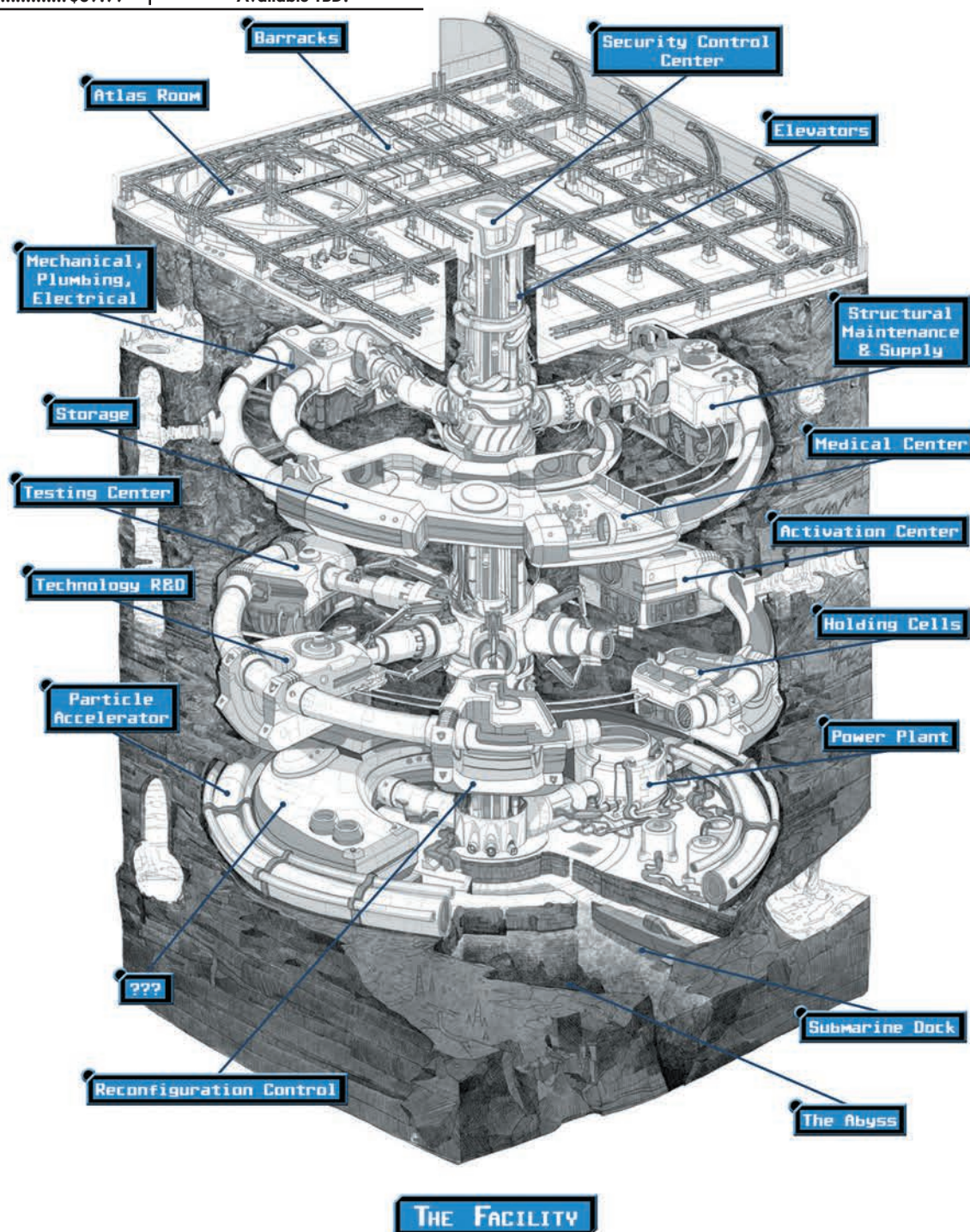
Y'know how every few years there's a documentary investigating the legendary dungeons underneath Alcatraz Penitentiary, and whether it's a wild-eyed legend hunter or a stolid academic historian, the investigators always prove beyond a shadow of a doubt that there's nothing there? Every single one of those was produced by a PRS puppet company. There's more living space beneath the island than there ever was on top of it. A lot of those tunnels and chambers were there before the army prison was turned into a federal penitentiary. They only started getting modernized and expanded to their current size in the last thirty years.

The top level of the Facility is practically aboveground. It's at about basement level for the prison, and parts of it are in fact hidden inside buildings the Park Service won't let tourists explore. None of these levels is a single floor, and none of them are level. They all follow the contours of the rock strata. There's a bit of distance between the levels, especially sublevels two and three, and some people think they're offset, not directly above one another. If that's true, then the way they connect becomes even more mysterious, if not impossible. But given PRS's resources, who they're trying to confuse, and the forces they're experimenting with, being logically impossible makes a lot of sense.

Central to the ground level and to sublevels one and two are security control centers (SCCs).



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They are linked directly to each other by tunnels or elevators. Personnel can travel from one to the other without seeing anyone else in the Facility, which is very important for reasons I'll get to in a minute.

Also on ground level is something called the Atlas Room, which is probably bigger than it looks on the map. No one knows what it's for, but it's the most secure place in the three upper levels—more secure than the SCCs. Logically, anything they wanted to protect that badly would be as far down as possible, so what it's doing at the top is a mystery.

Barracks for the security forces—complete with commissary, mess hall, gym, and other amenities—are on the ground level. Except for being concealed, this area could be part of a small army base anywhere in the world. And they have what looks to be a pretty extensive medical center, one bigger and better equipped than your usual sickbay.

According to every credible source, sublevel one is believed to be stationary. Yes, "stationary"—something else I'll explain in a minute.



# THE RANGERS

## COMBAT CARD GAME

### THE RANGERS COMBAT CARD GAME

FGS CG01 ..... \$12.95 | Available March 2016!

From the anvil of The Forge Studios comes *The Rangers Combat Card Game*, a game of high adventure.

In this First Edition Limited Deck Set, two armies go head-to-head in a winner-take-all battle of legendary proportions. The Forces of Light – Spearheaded by the Rangers and their Wood Elf allies – take on the Forces of Darkness; the Orcs and their Shadow Elf masters.

The basic set includes 54 cards and a rules sheet, all in a handsome box. The factions are divided into two decks of 27 cards each, with distinctive backs. The face of every card is different, with artwork inspired by the epic film *The Rangers: A Shadow Rising*. *The Rangers Combat Card Game* is easy to learn but takes strategy to master. Gameplay is fast, fun, and exciting.

The battle begins with each player drawing five cards from their decks. Each side takes turns playing Character, Specialty, and Specialty: Gear cards from their hand until one side or the other chooses to call the Combat Engagement or they have played all the cards from their hands. At the end of the Combat Engagement, each player tallies his Attack Modifiers. The player with the highest number of points wins the Combat Engagement. The victor takes the difference in points and removes that number of enemy cards from play.

Each Combat Engagement is a battle, but one battle does not win the war! Win the game (and the war) by removing five enemy characters from play.

### STORYTELLING THROUGH GAMES AND FILM

The Forge Studios are creators of original Fantasy and Sci-fi content with a transmedia approach to storytelling. They have released their first game, *The Rangers Combat Card Game*, a fun, fast-moving fantasy card game. It's an epic battle of strategy between the Forces of Light and the Forces of Darkness set in the original fantasy world of Adrasil, based on their film *The Rangers: A Shadow Rising*.

*The Rangers* is a story about a grizzled warrior, Lt. Wolf, and his Wolf Pack, a veteran unit of Rangers. They uncover a long-forgotten peril of ancient evil reawakening in this first installment of the new epic fantasy series, *The Rangers*.

### THE CORE OF THE FORGE STUDIOS

At the heart of the The Forge Studios is the creative team at its core. The team is led by founder Ron Newcomb: Ron has lead an amazing life journey from jock/closet gamer, to Marine, then Police Officer, and filmmaker.

Skip Lipman, co-founder of The Forge Studios, is a lifelong gamer: He grew up in the wargaming business, best known for his LARP exploits in the award winning documentary, *Darkon* (2006 SXSW Best Audience Choice Award).

Together they have been working for the past five years building the foundation of the new studio. The American dream is still alive in these middle-aged guys trying to fulfill their life's passion.

"Storytelling is at the heart of the mission at The Forge Studios," affirms Newcomb. "*The Rangers* card game brings fans into the story. Each game is different and the cards create a narrative that is unique for every battle. It's part of our transmedia approach, engaging fans on multiple platforms and through different forms of media to invite people into the worlds we create."

Collaborative storytelling is the mantra of The Forge Studios with our #TogetherFilmmaking approach to film projects. We bring that same kind of attitude to game design, inviting gamers into the process with our dedicated webpage for the card

game [www.combatcardgame.com](http://www.combatcardgame.com). We set out with a RPG-level of world creation in mind when we developed the mythos of *The Rangers*, with an eye towards much more than just a film or series. The card game is just the first game in the expanding world of *The Rangers* with plans for Specialty, Gear, and Character Boosters, new Deck Sets for the card game, and an EPIC Battle Adventure board game in development, *The Rangers: Rise War*, set for launch in the fall.

...



*Skip Lipman literally grew up in the game and hobby industry. Son of Roy Lipman, founder of The Armory, Skip worked for the family business eventually opening his own game store in the 90s, Game Sanctuary, in Towson, MD. He is an avid gamer and LARPer (see Darkon The Movie). When he isn't making armor and building foam weapons you can find him on his custom Harley.*



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Across the Seven Kingdoms Chapter Pack  
GT09 | \$14.95



# TRICKS OF THE GAME TRADE

by Jon Leitheusser



Last month we discussed running roleplaying games with elements from other genres mixed in. Horror and espionage were the focus. This month we'll continue talking about horror a bit and dive into drawing inspiration from non-gaming books and checking out different games to add variety to your gaming diet.

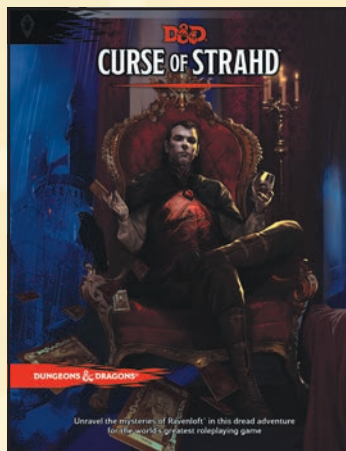
## TOPICS?

The way topics are chosen for this column is pretty straight forward. I take a sneak peek at the games, books, and supplements that are going to be included in the issue of *GTM* this column appears in and pick a few that look interesting or that can be linked together under a broader concept. Last month's article about changing your games by adding elements from other genres was inspired by the fact that there were two books about that topic. This month is a bit more of a mixed bag because the three books that looked cool didn't fit under a single banner. As time moves forward, you'll see both types of articles appear under the *Tricks of the Game Trade* headline.

## REINFORCING MECHANICS

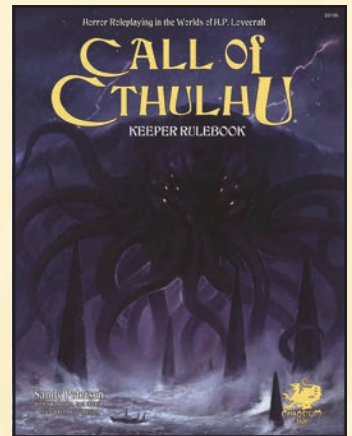
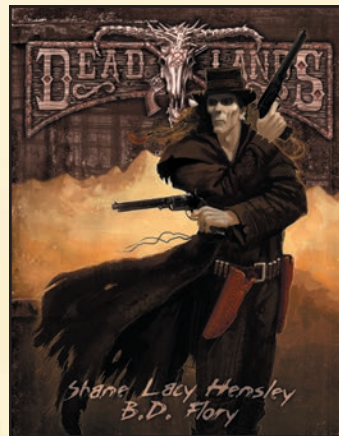
Apparently, the horror genre is on everyone's mind lately. Wizards of the Coast just released the *Curse of Strahd* adventure and this month Paizo is releasing *Horror Adventures* for the *Pathfinder Roleplaying Game*. One of the areas we didn't mention in last month's article — but will certainly be covered heavily in *Horror Adventures* — was how game mechanics can be used to reinforce genre emulation and this book is packed with exactly that.

Whenever you add a dash of another genre to your favorite roleplaying game, it helps to add descriptions and props to make the game "feel" more like the genre



you're trying to emulate, but another big area to consider is changing, adapting, or adding game mechanics that reinforce the genre in the rules of the game. Some typical rules changes to a game to add horror include such things as:

- Rules for tracking how stable or sane the characters remain when faced with horrors.
- Rules for corruption that twist and change characters as they're exposed to dark, supernatural magic or entities.
- Rules for what happens to players if they're turned into a monster somehow, like a vampire or werewolf.
- Rules for how the terror in the setting affects the world in a real, physical way.
- New horror-themed classes, special abilities, spells, and other character-specific options that make them either better at taking on monsters or make them a bit darker so they fit into the world better.
- New horror-themed ways to alter the tried and true monsters to make them more horrific.



Most horror games that already exist feature mechanics like those outlined above for a reason — they add to the flavor of the game by making the game's mechanics reinforce the overall feel of the game. *Deadlands Reloaded* wouldn't be the same without its rules for Fear Levels. *Call of Cthulhu* wouldn't be the same without its Sanity rules. *Dread* wouldn't be the same without its tower of wooden blocks to create a very real sense of tension.

When it's time for you to add a genre to your game, think about how you can incorporate some game mechanics like those above to make the atmos-fear feel different than every game you've run before. In many cases you can simply lift mechanics you like from another game and drop them into your preferred game systems, of course sometimes it takes some work to adapt them correctly. The next time you want to add some flavor of genre to a game, take a look at other games already set in that genre and see how those rules make the game feel more like that genre. You'll end up with a game that's more fun and your players will thank you for it!

## TRYING A NEW GAME

Having a regular gaming night with friends is great. Everyone shows up, is ready to play, you get to gab and gossip, and roll some dice to kill some critters ... except when everyone can't make it and there's only a few of you looking for something to do. Those usually



make great nights for playing a favorite board game, but it can also be a great time to break out a miniatures game.

Before you let out a laugh over how hard it is to assemble an army and paint it before you can play, read on! We're at a time in which there are tons of pre-painted miniatures on the shelves of game stores. You probably have a collection of figures yourself, so it's easy to find a miniatures game that makes it possible to substitute the figures you already have for the ones needed in the game.

# FROSTGRAVE

The game that inspired this article is *Frostgrave*. It's a perfect game for roleplayers looking to try a miniatures game because it uses small bands of heroes, which includes a couple of spellcasters, can be played on a 3 foot x 3 foot table, uses only a d20 for rolls to hit and determine damage, and is playable as an ongoing campaign with linked adventures so characters can change and become more powerful over time.

There are a couple of other nice things about this game that make it perfect as a fallback. Miniatures games are a lot of fun. They concentrate on combat and tactics as opposed to roleplaying, so they're great for players who enjoy the challenge of outplaying an opponent, but they're also great for gamers who like to take a break from playing the same game every week. Finally, in a game like this, with its ongoing campaign structure, players who really enjoy storytelling can construct stories to explain why their warband is in *Frostgrave* trying to recover treasure and artifacts from the frozen city. The new expansion, *Into the Breeding Pits*, takes the characters into the catacombs, sewers, and dungeons of the city, which makes it even more like a roleplaying game!

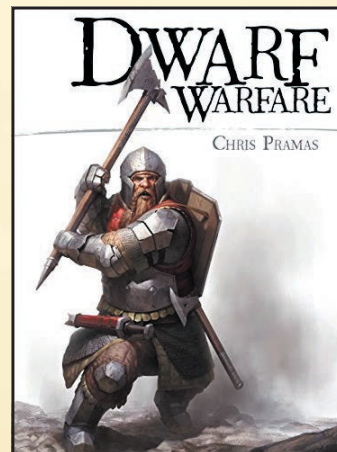
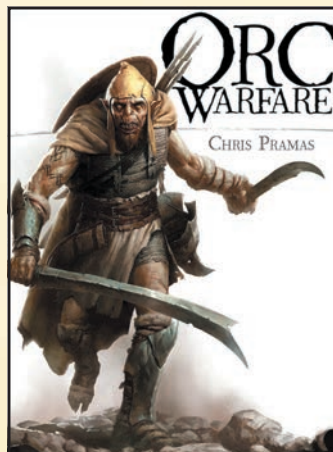
If you're looking to try a miniatures game, this is a great option, but really, find a game you and your friends will enjoy. Find a game with a theme or setting that sounds cool and pick up the rules or a starter set. Most miniatures game attempt to give new players a reasonably-priced way to give the game a try. And, remember, you don't have to use the miniatures for the game you're trying out. Feel free to substitute minis you already have until you're convinced you want to keep playing.

## DRAWING INSPIRATION

Most core rulebooks for roleplaying games include some version of, "steal liberally from books, shows, and movies you and your friends enjoy." The reasons for this are obvious: if you all love a movie, you'd likely enjoy and buy into a game that features a lot of the same ideas, and because you can always go back and re-watch the movie to get inspiration for new stories. These are the main reasons games based on licenses like *Star Wars* movies or *The Song of Ice and Fire* novels are so popular.

Another great place to draw inspiration is history. There are a nearly endless number of intrigues and adventures you can pull out of historical events that make perfect fodder for roleplaying games. This is especially true of games set in a feudal or medieval time period, but events from any time period can be updated and adapted to almost

any setting. Just because the Anglo-Zulu War took place in 1879 doesn't mean you can't alter a number of details and instead set it in your fantasy or science-fiction game.



Then there's a new series of books from Osprey, all of which are written by Chris Pramas, who is an award-winning game designer and writer. He combines his love of roleplaying games, miniatures games, pop-culture, and history to produce some very entertaining books filled with creative ideas that are great inspiration for tabletop gaming. The books in the series are *Orc Warfare*, *Dwarf Warfare*, and (the newest) *Elf Warfare*. The books aren't connected to a specific game line and are intended to give an overview of how orcs, dwarves, and elves might actually organize themselves and engage in warfare (hence the titles). Each book is filled with short descriptions of battles, tactics the races employ, histories, descriptions of siege weapons, and much more. They're rich mines for gamemasters looking to dig up some new and interesting ideas for their games.



...



Jon Leitheusser is a writer, editor, and game developer. He published the *Dork Tower* comic book, was the *HeroClix* game designer for years, was a content designer for *Champions Online* and *Neverwinter*, has been the *Mutants & Masterminds* game developer for *Green Ronin* since 2008, and freelances for a number of different companies. He cut his gaming teeth on *Advanced Dungeons & Dragons* and still games twice a week with his friends online or in person. He lives in Renton, Washington with his wife and a mean cat.



## CODENAMES (CGE 00031)

From Czech Games Edition, reviewed by Eric Steiger and Rob Herman

 14 & Up	 2 - 8 Players
 15 Minutes	 \$19.95

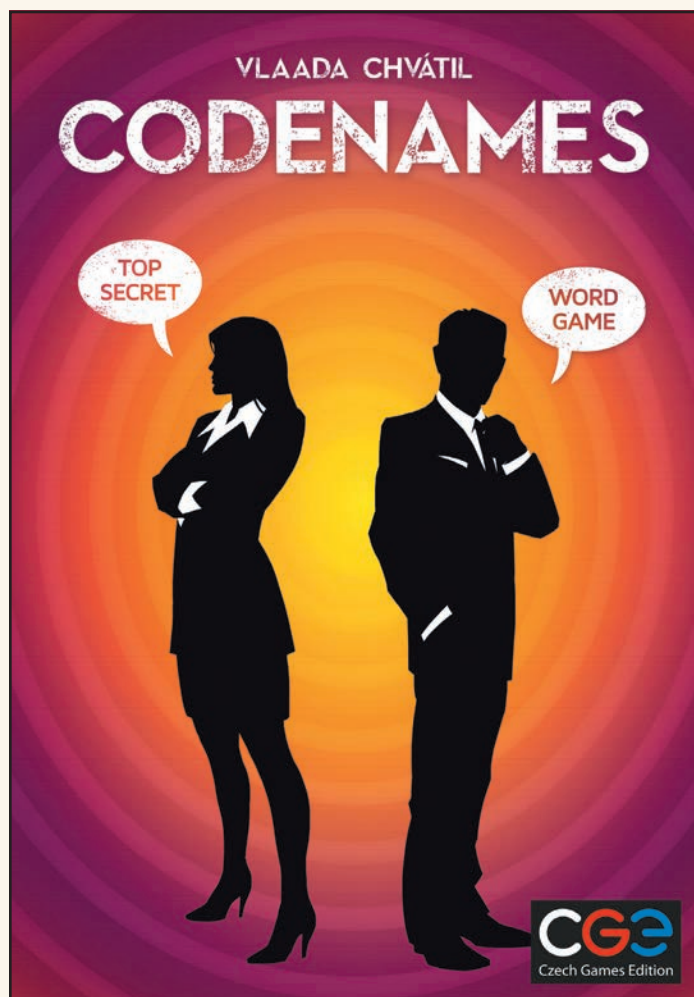
Over the past few years, Vlaada Chvátil has become our favorite game designer. He's designed an astounding breadth of games, from the heavy-on-adventure board game *Mage Knight* and the chaotic, silly *Galaxy Trucker*, to the abstract *Tash-Kalar* and the card-based civilization-building game, *Through the Ages*. He designs each of these games to excel in their own right — digging out and developing exactly what brings the fun to each genre. Many are award-winning, including the "New Worlds Award" that the *Spiel des Jahres* committee invented just so they could give it to *Space Alert*. In *Codenames*, Chvátil turns his skill in an unexpected, but wildly successful direction: party word games.

*Codenames* pits two teams (Red and Blue) against each other. The teams are racing to be the first to identify their secret agents from a confusing mix of friends, enemies, and bystanders. These possibilities are identified by a 5x5 array of cards, each with a word printed on it—these are the titular 'Codenames'. One person on each team becomes the spymaster. The opposing spymasters sit beside each other and are the only ones to look at a secret key (chosen from a deck of 40) that identifies each card by its position: Red agent, Blue agent, bystander, or Assassin.

The secret key identifies one team to go first; that team has the handicap of having one more agent it must identify. On the team's turn, its spymaster provides a clue following a very strict rule: *one word, plus one number*. The word relates to the codenames; the number is the number of cards it's a clue for. (So, something like "serpent: 2".) The team then makes guesses by tapping the desired codenames. For every guess, the spymasters then reveal the card: a friendly agent (one step closer to winning!), an enemy agent (which helps the other team, and the team stops guessing), or a bystander (no penalty, but the team stops guessing). These guesses are covered with colored Agent cards to track progress and thin the possibilities as the game continues. To increase the tension even further, one of the codenames belongs to an Assassin; a team that guesses the Assassin loses immediately! The team may stop whenever they like, and is allowed to make up to *one more guess* than the number indicated (in case they later catch onto a clue that they missed before).

A few examples will help you get the idea: a spymaster once gave us the clue "wedding: 3" to identify the codenames DRESS, CONTRACT, and ROSE. I once gave "liquid: 2" to my team in the hopes that they would guess OCEAN and PUMP; however, my team guessed STRAW, which I had failed to notice could mean not only the bedding for animals, but also the drinking implement — *oops!* A spymaster once gave me "dwarves: 2" on a board that included SNOW, POISON, and APPLE. (As it turns out, APPLE was a bystander, but we were able to recover with using the "one more guess" rule to fill in later.) These examples are typical; almost all of the codenames have multiple meanings and, indeed, although all are nouns, many also double as another part of speech.

We have found that *Codenames* has been a hit not only with hobby gamers, but also with casual players; people who would play, say, *Taboo* or *Pictionary* at a party, but don't otherwise game a lot. The comparison to *Taboo* is especially apt; in both games, one player is put on the spot and has to overcome communication challenges to get their team to guess words. As an untimed game, *Codenames* has a more relaxed pace (no buzzer; if you're concerned about the



legality of a clue, you can just ask the other spymaster). Despite that, the pressure to give good clues is still surprisingly high and most spymasters are happy to rotate out for a break after each game. *Codenames* does ship with a sand timer, but the rulebook (written with Chvátil's trademark humor) specifically indicates that it shouldn't be used unless the players are running out of patience. A detail that has become more relevant to both of us lately: there's no hand of cards or components to track, so *Codenames* is easily played while managing a baby on the lap.

The components for *Codenames* are not lavish, but they are functional, solid, and well-thought-out. For example, the codename cards contain the name printed upside-down, as well, so they can be easily read by spymasters sitting across the table from their teammates. The box contains enough zip bags to keep the cards protected and organized, and the Agent cards feature a man on one side and a woman on the other; these touches are thoughtful and egalitarian. The game comes with 200 codename cards, each of which is double-sided, which will keep even the most avid players in fresh combinations forever.

...

*Eric and Rob are your friends, and friends wouldn't let you play bad games.*





## TRAMBAHN (MFG 3508)

From Mayfair Games, reviewed by Jane Trudeau-Smith and Philip Smith of "The Table for Two Show"

 8 & Up	 2
 Less than 60 Minutes	 \$21.00

Here is our third of four reviews of Mayfair's 2-player games. This month we review *Trambahn*!

### WAS THIS GAME EASY TO LEARN?

We really love these Mayfair two-player games, as they are easy to learn and you can start playing within 10-15 minutes. Though the rulebook is well-written, the only thing that snagged us was on page 3/B: "Sort the Tramway cards by value and pile them with smallest value on top." That was simple enough, but what the directions left out was to lay out three cards from the top of the deck to choose from. However, the diagram did depict that, so it just took us a minute to figure out – it is similar to *Ticket to Ride* or other games where you have a choice of a couple of cards to purchase on your turn. Otherwise, everything else was easy to comprehend.

### HOW IS IT PLAYED?

Set in Munich in the 19<sup>th</sup> century, each player in *Trambahn* is the head of a tramway company, with the goal to build the most successful and efficient tramways and routes. As you do, you earn points and at the end of ten rounds (tours), and whoever has the most points wins the game!

The game comes with a nice score pad to track points per tour (round), and extra points earned for extra tours throughout the game. There are 112 "station cards" which are used to represent passengers, money (back of the card), or stations. Eight conductor cards are mixed in with the station cards that act like a wild card, but do not score any points. Four terminal station cards (red, blue, yellow, and green) are displayed on the table. During the course of the game, passengers are added to the stations that have the same matching color. Lastly, there are 16 Tramway cards that you can purchase to begin new stations in your play area. They have values of 2, 3 & 4 and are placed in a pile with the lower numbers on top – three cards are laid out from the pile that the players can purchase. The player who goes first takes twelve station cards as their starting money, which equals 12,000 marks. The other player then takes 15,000 marks to start. Each player then draws a starting 6-card hand of station cards to use (not as money). This may all sound confusing right now, but game play is easy once you are all setup:

On each players turn:

1. You must play one or two cards from your hand as passengers in one of the four colored terminals on the table. They must match the color of the terminal. If a fourth passenger is played in any terminal, it starts a scoring round for anyone who has that color in his or her stations. Keep in mind that you may be helping your opponent score points, so be mindful where you play.
2. You can play any number of cards from your hand in front of you to make stations. They must all be the same color, and in a column from lowest to highest value; each station card has a numeric value of 1 – 10. If you place a station card with number 10 on it, that ends that route. If you place an eighth card on a station it triggers a bonus "extra tour" that will earn you extra points.
3. Any cards you didn't play from your hand can be flipped over to the money side and placed in your money pile to increase your funds available, or keep in your hand for your next turn.



4. Purchase any of the three available tramway cards using the funds you have. You **MUST** have a tramway card for each column in front of you. Any columns without a tramway are discarded to your money pile, so if you can't afford a tramway card, don't make a new column. You can buy as many tramways as you can afford. Once you are done purchasing, fill the open spots with new tramway cards for the next player to choose. Tramway cards have either a 2, 3 or 4 on them, which is the multiplier used for scoring your stations. So, if the station you are scoring has a value of 12 points and a "2" tramway card, you would receive 24 points when scoring.
5. Draw your hand up to six cards again.

Every time in step #1 that a terminal reaches four cards in a specific color, everyone scores their current stations in that color and points are added on to the score sheet for that tour.

If a player in step #2 reaches eight cards in a station they immediately score that column and those points are put in an extra tour row on the score sheet – basically bonus points. (that can only happen once per that station for the bonus)

Play continues until all ten tours are scored, points are added up, and the player with the most points wins!

### HOW WAS THE TIMING OF THE GAME?

The first time we played, it took us a little over an hour because we were learning, but it really should take less than an hour. Phil won that game with a score of 148/108!

Give this game a try! Again, it is very easy to learn, fast to play, and will be in our "favorites pile" at Table for Two Show. Because it only contains cards, it is a great game to tote along to a friendly gathering or when traveling – maybe on a train!

If you are looking for more game reviews for two players, check out our show on YouTube – Table for Two Show – you can also find us on Facebook under "Table for Two Show" and @tablefortwoshow on Twitter!

...

*Jane and Phil love gaming, are best friends, and got married nine years ago after meeting at a software conference at Disneyworld!*





## TOY FAIR 2016

Reviewed by John & Rebecca Kaufeld

On the corner of 34th and 11th in the west side of New York City stands an enormous glass building called the Javits Center. On February 13, the building opened its doors — and over 400,000 square feet of exhibit space -- to the North American International Toy Fair.

It's the largest trade show the toy and game industry has to offer. Over the course of four days, more than 10,000 attendees explored the show, including manufacturers, retailers, sales representatives, members of the media, game designers, and other industry professionals.

Imagine walking through aisle after aisle filled with new product lines, everything from tricycles to teddy bears, outdoor swings to robots, and bubbles to board games. Some items have been around for a few months, and others include a disclaimer that the artwork on the box isn't finalized or that what you see is a production prototype. Thousands of people mill about around you, eyeing the displays and asking all kinds of questions:

*"What's the latest in your lineup this year?"*

*"Are there any other colors?"*

*"How many people does it play?"*

*"Has this already been released or is it still coming?"*

Although all kinds of toys, games, and amusements are available to admire, many new products coincide with the "Top Five Trends" released from Toy Fair press on February 14th. This year's highlights include technology (drones and robots), family amusements (games or interactive toys that the whole family can play together), creative pastimes (kits to build electrical systems, construct houses, etc), "brain boosters" (toys with an educational focus in science, technology, engineering, arts, or math), and, as always, collectable figures.

Toys of all kinds were in abundance, whether they be plush animals, trains, or frisbees -- and our beloved board game industry was certainly well-represented. Although you could find games scattered all over the show's main floor, the dedicated board game area awaited you with a quick trip downstairs to the lower floor.

That space is a game lover's dream, with booth after booth showing nothing but board games, card games, party games, and more. The best part about this area is the crazy combination of seeing the bigger companies you know, like Asmodee and Mayfair, and then turning a corner to discover a smaller one that's showing something completely new. The constant surprises of the show keep you going when your feet hurt from walking and your brain is just about full.

With over 1,200 exhibitors, Toy Fair truly showcases the latest and greatest in the industry. Popular game companies like Blue Orange, Calliope, Iello, Looney Labs, North Star Games, and R&R Games were among many exhibitors represented on the floor. Their booths -- along with many other booths hosted by start-up companies -- boasted the best in new board games, collectable card games, party games, and more.

There were way too many amazing releases to try to list in one article, so make sure you're keeping up with news from your favorite company. They'll be the first to report all the upcoming lines they're excited to share with you!

After admiring hundreds of thousands of new amusements, playing some games, and experiencing some unique show specials (like life-size Lego Star Wars statues and a pom-pom covered car) we had the chance to catch up with a few of our favorite game celebrities during the show.

When asked what Toy Fair means to them and theirs, here's what they had to share:

*"This is the 27th year that we've been to Toy Fair. We come to meet dealers, write orders, and meet retailers outside the hobby industry. We talk with distributors, finalize details with our partners, meet with designers to talk about their games, and generally use the show to bring the Mayfair family together... and any two of these reasons would make the show worthwhile for us." ~ Alex Yeager, VP of Acquisition and Development, Mayfair Games*



*"This is the first year in a while that Looney Labs has had a presence at Toy Fair. We've got a lot of awesome products coming out this year (including a new line of licensed games), and we've been around a lot longer so people know us. We have a lot of great contacts, and it's a good time to reconnect with the industry. We'll see them throughout the year at a variety of shows, so it's a good time to talk with retailers and set the scene for the coming year." ~ Kristen Looney, CEO and Business Czar, Looney Labs*

Toy Fair serves as an ideal spot for business meetings, and often brings retailers, purchasing agents, and other specialists together for coffee, lunch, dinner, or drinks. Members from all over the industry gather to share a meal and some ideas about the coming year, and more than one deal has been finalized on the show floor. The halls seem to echo with the possibility and anticipation of the coming year, and not long after that, follow-up calls and other contacts put those plans into action. The future of the industry becomes reality, and the first steps happen in those four days. From the streetsmart Big Apple to the largest show in the industry; from toys and games of generations to the incredible, infectious excitement in the air; from families to board games to memories, this is the place the industry calls "home".

This is Toy Fair.

...

*John Kaufeld often frets over whether the word "meeple" has a proper plural form. You can find him writing about board games, parenting, and other stuff on Twitter at @johnkaufeld and in his newspaper column, The Dad Game (<http://dadga.me/column>).*

*When a whirlwind of whimsical words beckoned from worlds away, Rebecca knew she had to follow. She fell into a rabbit hole of metaphors and clichés, mixed with more similes than water drops in a storm. Somewhere along the way, she picked up a love of games that would use her words to create beautiful reviews, and that's where she is today.*



# VIA NEBULA

## Clear The Fog From Nebula Valley

In Via Nebula, two to four players work together to clear the mists hanging over Nebula valley, and then compete to claim resources, rebuild towns, and restore the area to its former glory. Explore the meadows while avoiding areas still consumed by darkness, uncover the field's hidden treasures, and use them to restore peace and prosperity to the people of Nebula.





## DEATHWATCH OVERKILL (GAW DW1-60)

From Games Workshop, reviewed by Thomas Riccardi

 12 & Up	 2
 30 - 90 Minutes	 \$165.00

A strange signal has been intercepted from the mining asteroid known as *Ghosar Quintus*. Reports are coming in about the populace there and the strange behavior they are exhibiting. In response, the Imperium has dispatched a new kill team made up of Space Marine veterans and lead by Ortan Cassius. Will this elite force discover what has happened and dispatch the threat in the name of the Emperor? Or will they succumb to the same fates as the miners, never to be heard from again? This is the premise of *Deathwatch Overkill*, the latest specialty game released from Games Workshop!

Firstly, the amount of components crammed into this box is simply amazing, so you know you're getting your money's worth — and then some! *Deathwatch Overkill* comes complete with everything you need to play the scenarios on that mining asteroid. The eight double-sided tiles are extremely detailed and exemplifies the dank and industrial look of the corridors where danger might be looming around every corner. Rules, dice, and a measuring ruler are also included.

But, the stars of *Deathwatch Overkill* are the miniatures. The Space Marine Kill Team is comprised of 11 miniatures and are led by the great Chaplain Cassius. These Space Marines were hand-picked from the best from among all the chapters in the Imperium. Included are various marines consisting of veterans, a heavily armed devastator, a Terminator, and even a Space Marine on a bike. These hardened warriors will have their hands full taking on the Genestealers, and there are more than a few of them! In this box are 39 (yes, you heard me correctly: 39!) Genestealers! While most of them are weaker hybrids, there's also a Genestealer Primus, Magus, and even a Patriarch included in the set! So, there's a whopping total of fifty (50!) miniatures crammed into the box making this one of the more massive boxed games Games Workshop has produced to date.

As with other Games Workshop product, there are rules that allow you to incorporate these figures in *Warhammer 40,000* tabletop battles, as well. The Space Marines in *Deathwatch Overkill* would augment any Imperial Space Marine army and the Genestealers, themselves, would serve as a considerable force for the Tyranids.

The rules for *Deathwatch Overkill* are pretty straightforward as each turn is broken up into six phases:

- The Broodmind phase is where the Genestealer cultist can draw Broodmind cards, lay out ambushes, or even take part in gambits (these traps and tricks are used to help slow down the Space Marines advance)
- In the Deathwatch movement phase, Space Marines can move around the map according to their speed. They can also jump to an adjacent location within their assault range, but they must roll a die; on a roll of '1' the Space Marine is wounded and suffers the effects from it.
- Genestealers now move; and not only can they move and jump like the Space Marines, Genestealers but can also "lurk". This allows them to hide in the shadows, waiting in ambush, and the Ambush card is not revealed until the next turn.
- The Deathwatch Commander can now declare his attacks in this phase.
- Genestealers fight back against the Space Marines in this attack phase

- The Deathwatch can now rally against the Genestealers with their second attack phase.

Movement and attacks are all detailed either on the character cards for each Space Marine or with the Genestealer cult profiles on the back of the rulebook. Each attack has a number of dice next to it along with a number you need to roll to score a successful attack. For example: The aberrant with power hammer has two dice with a value of three, so they need to roll 3-6 to hit.

Some of the models have armor that can ignore attacks with a successful roll, while others can only take a single wound before being removed from play. Alternatively, the Space Marines can choose to take a combat recovery instead of attacking, allowing the unit to become healed and negating the wound.



There are nine scenarios in *Deathwatch Overkill* that can be played either separately or sequentially for an epic campaign. Each of these scenarios come with their own layouts, conditions, and effects that make each of them challenging and fun to play for both players.



With a great setting, excellent miniatures, and a fast-paced rules set, *Deathwatch Overkill* is a great game for beginning and veteran players. For more information about this and other games go to [www.games-workshop.com](http://www.games-workshop.com) and get ready to discover the fate of *Ghosar Quintus*!

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When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.



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